NOVEMBER 1988

COMMODORE USER

£1.20

No1 For AMIGA GAMES

355 pta ■ HFL 6.75 ■ DM 6.50

FREE OPERATION WOLF DEMO

WIN AN AMIGA

THUNDERBLADE UNVEILED

+AMIGA SPECIAL OFFER!

COMPLETE CU GAME

AMIGA NEBULUS
SPACE HARRIER
PACMANIA

64 CYBERNOID 2
CAPTAIN BLOOD
SAVAGE

ELIMINATOR

Ace Programmer John Phillips, author of Nebulus ...

Brings to you Mind-Blowing Action, Electrifying 3D Graphics - culminating in an unimaginable experience intent on destruction.....

ELIMINATOR

Commodore Amiga £19.99
Atari ST £19.99

Spectrum, Commodore 64 Amstrad CPC Available soon.

HEWSON

For Mail Order send a cheque/P.O. to Hewson Consultants Ltd. Order by credit card by sending your Access/Barclaycard number, and enclose a specimen signature. Don't forget to enclose your name and address.
Hewson, Milton Park, Milton, Abingdon, Oxon. OX14 4RX Tel: (0235) 832939 Fax: 0235 861039
As part of our continuing development of innovative Software we are always happy to evaluate software sent to us with a view to publication.

ULTIMATE Golf

WHERE SIMULATION STOPS..

AND REALISM TAKES OVER

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

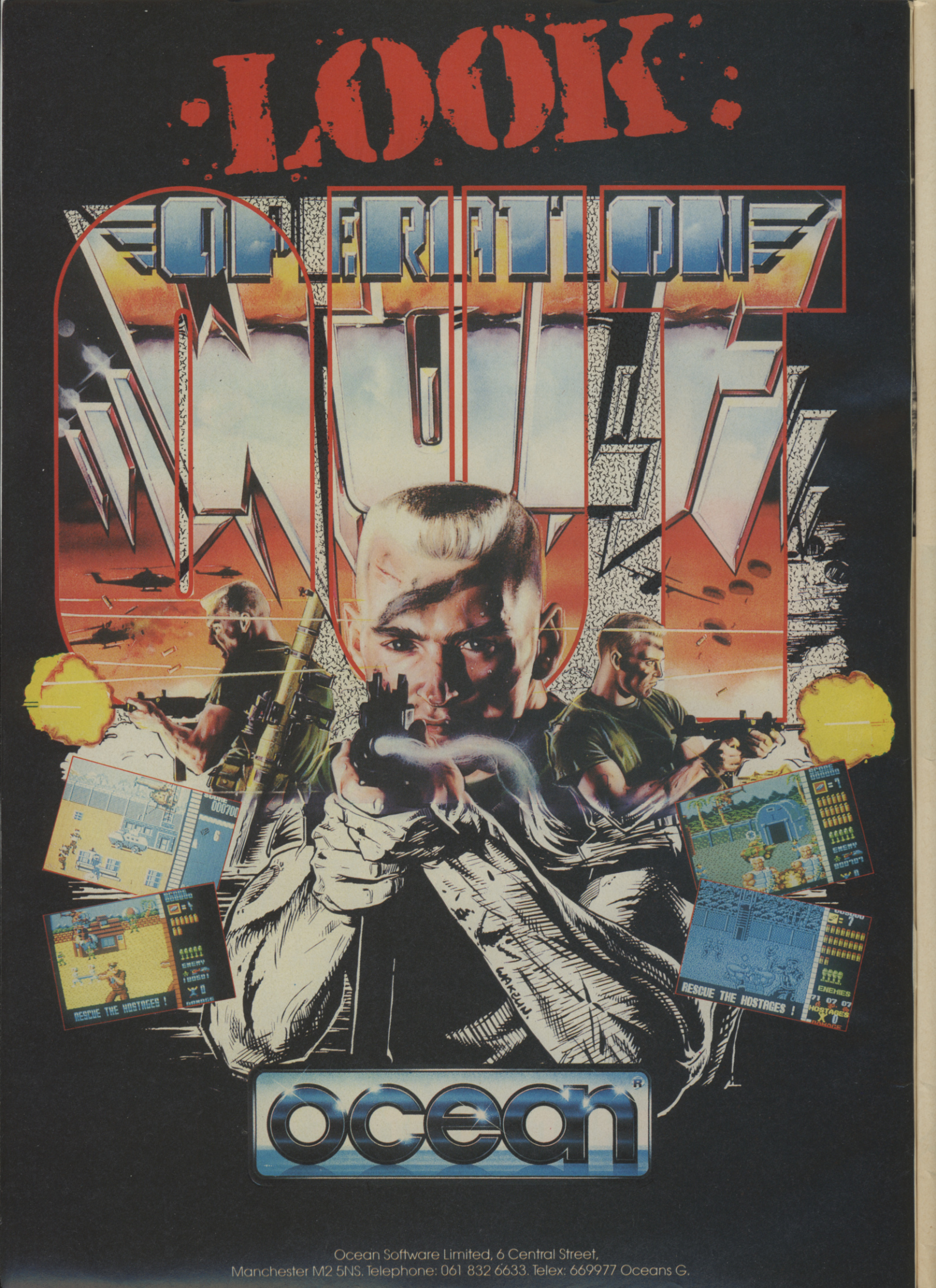
THE DEFINITIVE GOLF GAME

All mail order enquiries to:

Gremlin Graphics Software Ltd.,
Alpha House, 10 Carver Street,
Sheffield S1 4FS

GREMLIN

CBM 64/128 £9.99
DISK £14.99
ATARI ST £19.99
IBM PC £19.99
AMIGA £19.99



Ocean Software Limited, 6 Central Street,
Manchester M2 5NS. Telephone: 061 832 6633. Telex: 669977 Oceans G.

CU CONTENTS

SPECIALS

16 BLASTIN' MASTER

One year after the success of the Cool Spool, the demo tape returns to CU with a vengeance in the shape of the *Blastin' Master* a demo containing Ocean's *Operation Wolf* on one side, and a free, previously unreleased game on the other. Amiga owners qualify for a great money off saving on the finished *Operation Wolf*.

66 POSTER

EA's animated interpretation of chess comes to life in another CU centrefold.

81 SPECIAL OFFER

100 RUBBER SOULS

Spitting Image returns to the screens this month, so CU thought you might like to know how those puppets are made. Plus we give you the chance to win one of yourself.

105 PLAY TO WIN

Steve Jarratt takes over CU's hints and tips section and brings you a selection of maps and play guides for 64, Amiga and the arcade, including tips for *Intensity* by Andrew Braybrook and a map of Dragon Ninja.

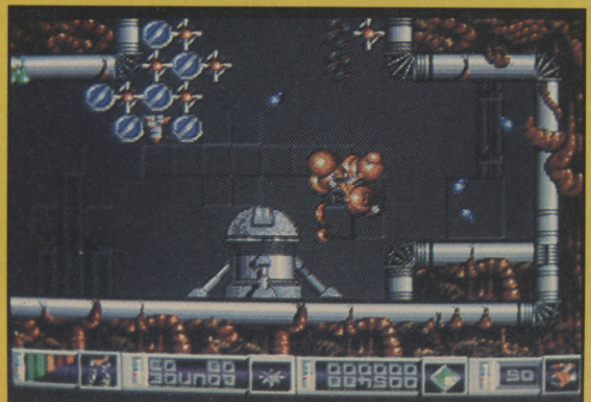
REGULARS

6 BUZZ
12 CHARTS
86 CHEAPO ROUND-UP
88 ADVENTURE
94 LETTERS
117 ARCADES
128 TOMMY'S TIPS

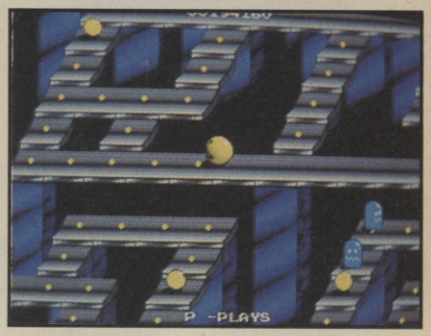
Chase HQ – Arcades

Savage

Cybernoid – Amiga.



REVIEWS



Pacmania

21 INTRO
22 NEBULUS
25 WIZARD WARZ
26 BOMBUZAL
28 DALEY THOMPSON'S OLYMPIC CHALLENGE
32 PACMANIA
37 BY FAIR MEANS OR FOUL
39 AROUND THE WORLD IN 80 DAYS
41 CYBERNOID II
43 IMPOSSIBLE MISSION II
45 BATTLE ISLAND
46 CAPTAIN BLOOD
49 THE MUNCHER
53 BATTLECHESS
55 LIVE AND LET DIE
56 FERNANDEZ MUST DIE
59 CYBERNOID
61 DRILLER
63 ROY OF THE ROVERS
65 FUSION
71 FINAL ASSAULT
73 SAVAGE
77 BUBBLE GHOST
80 PLATOON
82 GAMES SUMMER EDITION
86 CHEAPO ROUNDUP

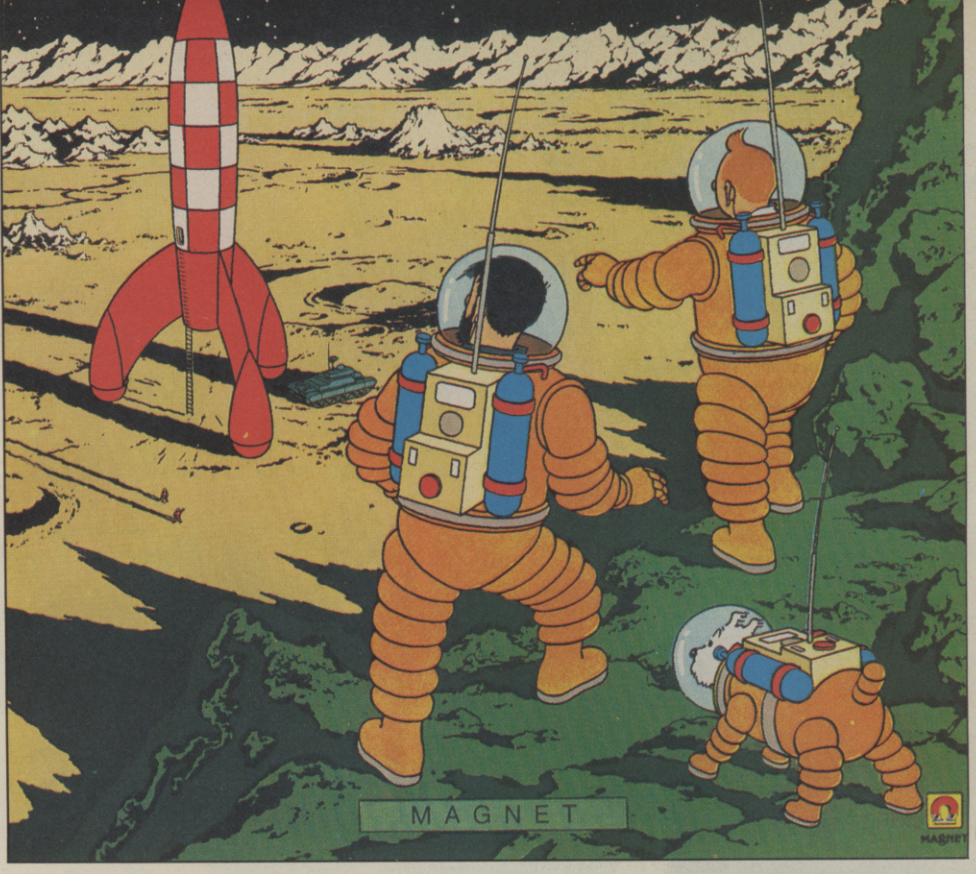
Thunderblade – see previews

Editor — Mike Pattenden; Staff Writer — Nick Kelly; Art Editor — Elaine Bishop; Advertising Manager — Nigel Taylor; Dep Ad Manager — Tom Glenister; Classified/Copy Control — Mark Patterson; Publisher — Terry Pratt; Editorial/Advertising — 01-251 6222; Distribution — EMAP Frontline Limited, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

Cover Illustration: Brett Ewins

69,004
Jan-June 1988

BUZZ



BLISTERING BARNACLES

Infogrames have just announced their intention of bringing Belgium's most famous son to the world of home computers. We refer, dolts, not to Eddie Mercyx but to that 1930's comic book hero Tin Tin who fought the good fight for freedom and justice in dozens of adventures, armed only with a cowlick, a pair of plus fours and his sharp wits, and accompanied by an unforgettable crew of friends and allies, including the dipsomaniac Captain Haddock (favourite term of abuse: "bashi-bazouk",) the absent minded scientific genius Professor Calculus and, of course, his faithful pooch Snowy.

According to an Infogrames spokesperson, their game will be based on perhaps the best known Tin Tin adventure. "Explorers On The Moon", in which our young hero and his entourage travel to our nearest celestial neighbour.

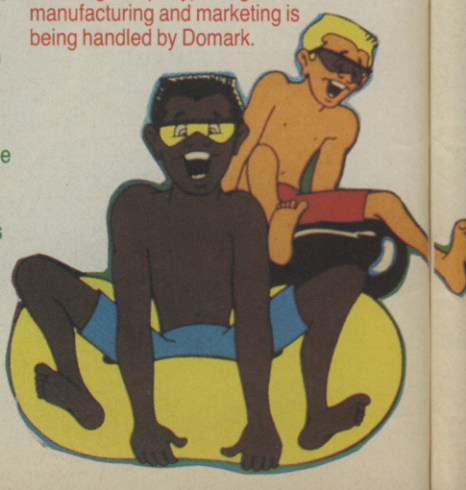
Tin Tin will be making his computer debut in time for Christmas on the Amiga, with a 64 version planned to follow in due course. And to mark this truly charming licence. Infogrames have very kindly offered to donate five copies of the original comic book versions of both "Explorers On The Moon" and its prequel "Journey To The Moon" to the first five CU readers who can correctly name the two completely useless detective twins who crop up throughout the Tin Tin adventures. Entries to: **Tin Tin Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

DOMARK TIES UP ATARI

Domark have just announced the signing of a major licensing agreement with coin-op giants Atari which will result in eight of their top arcade games being converted for the home market by Domark over the next three years.

The first of the eight games to appear will be the excellent futuristic tank blast 'em up *Vindicators* which should be on the shelves of your local software stockist in the first quarter of 1989. Subsequent releases will include the hysterical cops'n'robbers driving game *APB*, *Xybots*, *Dragon Spirit* and — a big fave with Buzz — *Toobin'*, which for those who missed the CU arcade review a couple of months back, is at least the second most enjoyable pastime we know of involving a rubber inner tube.

All eight games will be released under the Tengen name, (Atari's licensing company) though manufacturing and marketing is being handled by Domark.



BITMAPS BACK

Hot young design team The Bitmap Brothers have committed themselves to producing three futher games for Image Works.

They've already released one smash 16-bit title in *Xenon* (through Mastertronic) and their debut for Image Works, *Speedball*, on early sightings look set to repeat its forerunner's success. The first of the new Bitmap/Image Works collaborations should be with us early next year. While Image Works refused to confirm or deny the suggestion, it seems likely that one of the three games will be a follow-up to *Xenon*.

COIN-OP SIGNINGS

Activision have just added Irem's brilliant oriental hack 'em up *Spirit Ninja* (see review this ish) to their roster of arcade licences. Meanwhile Fil have announced one further title to add to the eight already announced, with the acquisition of the conversion rights to SNK's *Heavy Barrel*. All nine of their coin-op signings will be appearing on their newly established Rebel label.

INCENTIVE TOTALLY ECLIPSED

If you're a fan of Incentive's pet gameplay system Freescape, you'll be happy to hear that a third sample of the genre is on its way. *Total Eclipse* is set in 1930 in Egypt. Your task this time is to save the world from the wrath of Ra the sun god who's decided to blow up the moon, thereby causing an ecological disaster.

You're armed with a revolver, water bottle, compass and watch, and you'd better be on your toes as you wander through the pyramids avoiding poison darts, ancient mummies, hidden trapdoors and the like. Sounds more like *Indiana Jones Part III* than another descendent of *Driller*, but no doubt Freescape will work its magic as effectively amongst the sands of the Nile as it did in outer space.

NO EXCUSES FROM ARCANA

Sixteen-bit specialists Arcana are set for upward mobility with the impending release of *No Excuses*, a game calculated to exercise the minds of anybody whose ultimate ambition is to be Big In The City. According to a spokesperson for the shy retiring software house, this series of 50 psychological tests "really is of fundamental importance for the business person with high ambitions who wishes to, er, undergo tutorial instruction in the home".

An accurate assessor of your Gordon Gekko ambitions or the product of a weird "sense of humour"? Decide for yourself — it's due out on the Amiga shortly.

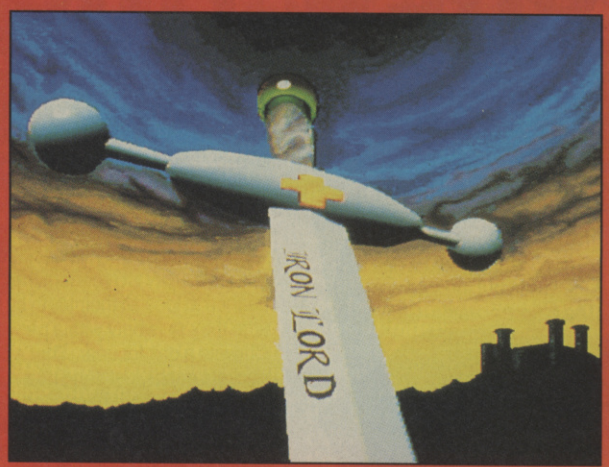
WEIRD DREAMS

Soon to be released from Rainbird, *Weird Dreams*, as its names suggests, drops you right into the middle of a nightmare. Having drifted into this Dali-esque world where inanimate objects become animate and carniverous, you must solve a series of intricate puzzles to make your way back into sanity (if you were ever there at all, that is).

CAVEMAN UGH-LYMPICS

While Epyx are elsewhere demonstrating their lates product, Electronic Arts have produced a less serious look at the kind of competition that our Neanderthal great-grandfathers might have competed in. Featuring such delightlfully ridiculous events as dino-vaulting and wave-throwing, *Caveman Ug-lympics* looks like the perfect antidote for anybody suffering from a Seoul overdose. And not so much as a single Tyrannabolic Steriod in this 64 version, either).

IRON LORD



New from French software house Ubisoft *Iron Lord — The Crusader of Justice* places you in the chain mail of a prince who returns from the Crusades to find his father the king deposed by his brutal uncle. To recover the throne you'll have to make your way through the spy- and assassin-ridden land raising an army. This medieval adventure will be available in early '89. Meanwhile, you'll have to be content with this Amiga screen shot.

SHOOT OUT

In this Western you play Quick Hand Luke, a travelling social worker with the task of helping the elderly citizens of Gulch Creek . . . just joking, it's a blast 'em up, of course. Blow Dusty's gang off to the happy hunting ground, but try to avoid doing away with too many innocent townsfolk. *Shoot Out* should be out on eight-bit any second.

BUZZ

POSTMAN PAT

What must surely be the arcade licence of the year has gone budget softco Alternative in the form of that amiable bespectacled, mail bearer from children's TV, 'Postman Pat'. The game's due for a Christmas release and we're promised it will appeal to serious gamers. Does Postman Pat drive an armoured mail van with twin bazookas and chain wheels then? Altogether now "Postman Pat, Postman Pat, Postman Pat and his black and white cat. . ."

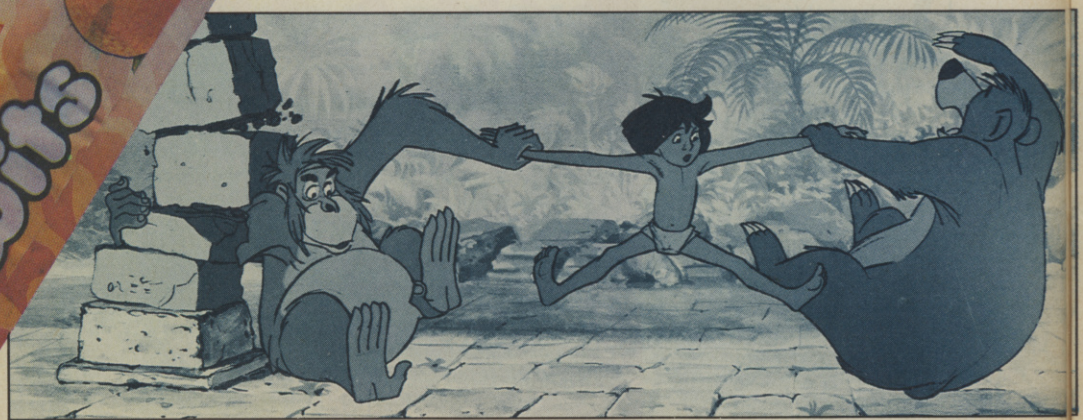
CHEW THIS OVER

Following US Gold's announcement of a marketing tie-in with Pepsi, Gremlin Graphics have announced a deal with Chewits to put the sweet into their *The Muncher* game. Chewits have reciprocated by carrying information about the game on every packet of the chewsome sweetie between now and April which they reckon should amount to some 8½ million packets.

Gremlin are so made up about the whole business they've decided to offer five lucky CU readers the chance to lose all their teeth by the time they're twenty with a packet of Chewits a day for year. That's 365 packets each! Just send us a postcard with your name and address to **Chewy Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU. The first five out the bag get the sweets (and, probably, fillings.)**

JUNGLE BOOK

Walt Disney's classic animated interpretation of Kipling's Jungle Book is due to appear on 16 bit next year after UK marketing company signed the licence for French software house Coktel Vision. So expect a suitably Gallic interpretation of the life and times of Baloo, Kaa (the beady eyed snake), Shere Khan and of course, Mowgli. Maan, er, dig that crazy beat, daddio!



IN EXXOS

Following the success of *Captain Blood*, the programming team responsible, headed up by Phillip Ulrich and Didier Bouchon have set up their own subsidiary label within the Infogrames organisation in order, according to Infogrames "to reproduce some other games of a similar level of originality".

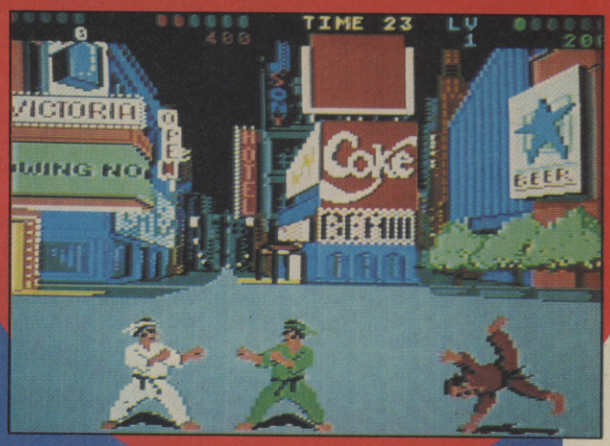
The new label, which will be called Exxon, boasts a curious motto: "ata ata hoglu hulu". Nope, it's not French or Swahili but, apparently, a mantra chanted by those in charge of Infogrames before their board meetings! The follow-up to *Captain Blood* will be released early in the New Year and is likely to be *Art Attack*. Other releases planned include such karmically meaningful titles as *The Temple of Flying Saucers*, *Egg* and *Psyman*. Well, all we can say is turn on, boot up and drop out, maaan. . .

MARTECH BLAST OFF

Serendipitous times indeed! What with US Gold's *Thunderblade* and Activision's *Afterburner* set to dominate much of the pre-Christmas column inches, it's with interest that we note two press releases from Martech heralding the imminent release of a brace of aerial combat games, one of which seats you in a "ghostly fighter" and describes itself as "a stupendous, state of the arts (sic) seek and destroy arcade combat game", the other being a "gripping new mega miles per hour arcade simulation of a Supercobra attack helicopter".

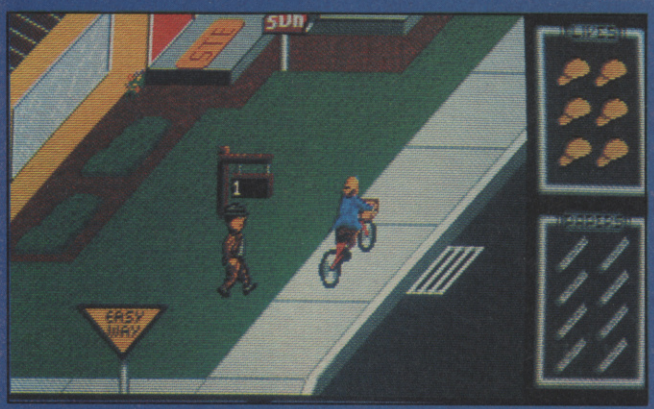
***Phantom Fighter* and *Hellfire* are due for release in December and November respectively. The chopper game will be available on both 64 and Amiga, but *Phantom Fighter*, programmed by a new Irish programming team Emerald Software, will only be available for the 16-bit machine.**

EXPLODING FIST +



Whether prompted by System 3's recent release of *International Karate+* or not, we have no idea, but Firebird's *Exploding Fist+* returns you to the classic beat 'em up, with a choice of you and a mate taking on the computer or you facing a brace of computer-generated foes on your own-io. Make it through the initial stage and you've gto to defend yourself against ninja attack by judicious use of poison darts. *Exploding Fist+* is out on the 64 this December.

PAPERBOY



One of the most eagerly awaited conversions to 16 bit must be the Atari classic, *Paperboy*. So it's with great glee that we tell you Elite are putting the final touches to the obstacle-littered world of *Paperboy* where dogs, cars, C5's and even Death await in a quiet US suburb. Still no handle bars in the packaging though . . .

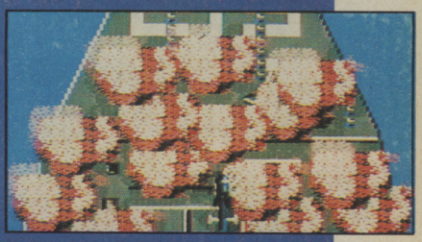
THUNDERBLADE

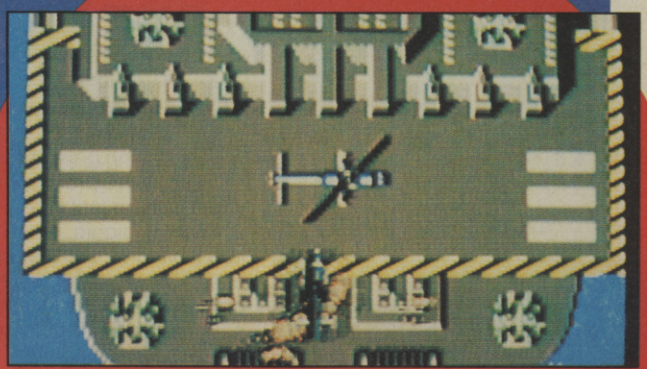
With Sega having provided them with last year's runaway Christmas Number One in *Out Run*, US Gold were obviously keen to try and collar another state of the art coin-op for this year's Spend, Spend, Spend season. Unlike 1987, however, this year has thrown up more than one strong contender for "Coin-op Of The Year", with the likes of *Afterburner*, *Operation Wolf*, *R-Type* and *Double Dragon* all scoring with arcade fans. Nevertheless, in shelling out for Sega's dedicated helicopter simulator-cum-blast blastalong *Thunderblade* US Gold have staked their money on a strong title.

***Thunderblade* places you in the seat of a fast-moving combat helicopter blasting your way through four levels of obstacles and enemies. Each level is split into two graphically-superb stage, the first flips you into a view-from-above assault over ground and sea, whilst in the second part you fly head-on through cities, underground caverns and ocean skies, dodging sky-scrapers, staligmites and the missiles of countless enemy tanks, fighters and helicopters.**

US Gold signed up the rights for what they coyly describe as "a lot of money" last February, so by the time *Thunderblade* hits the shops on the they'll have had nearly ten months to try and cram this impressive game onto the various home formats. The 64 version is being programmed by Chris Butler, whose previous work includes *720°*, while the Amiga conversion is being carried out by John Prince and Donald Campbell, the team that brought you the likes of *Indiana Jones*, *Infiltrator* and *Ace of Aces*.

Nope, you're not going to get the brilliant hydraulics of the delux arcade version included in the packaging — but then again Ocean aren't going to be handling out Uzis with *Operation Wolf*. What you will get, we hope, is an accurate representation of the addictive stop/start gameplay of the original. And if you do. *Thunderblade* will be an essential addition to every 64 and Amiga owning blast 'em up fan's software library.

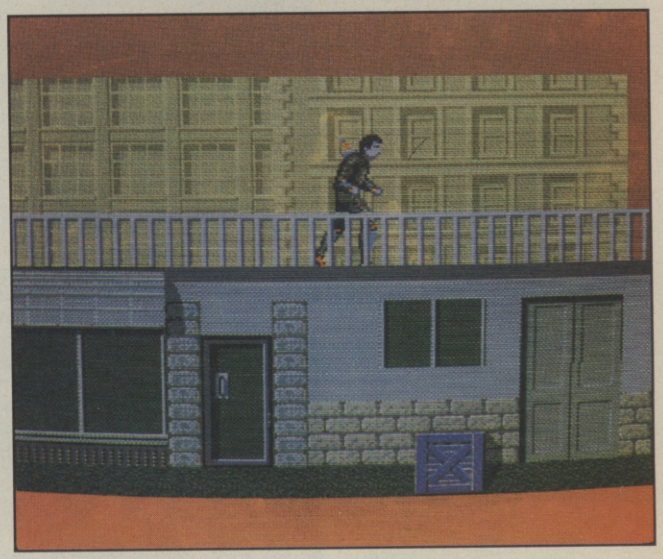


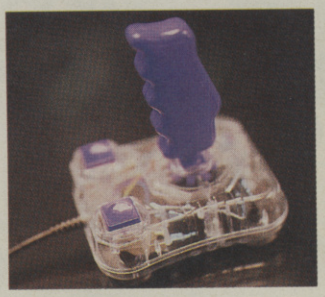


BUZZ

ROBOCOP

Based on the futuristic movie in which a badly mauled American police officer gets reconstructed as a superhuman cybernoid, Ocean's conversion of Robocop will be hoping to duff up all the competition over the yuletide. Uniquely, Ocean signed all the rights to the movie, including coin-op rights, before it had even been completed, and then they subsequently sold Data East the rights to produce the arcade game, neatly up-ending the usual conventions. What you're looking at here is, in fact, the resulting coin-op, already released in the States.





CRYSTAL MIGHTY

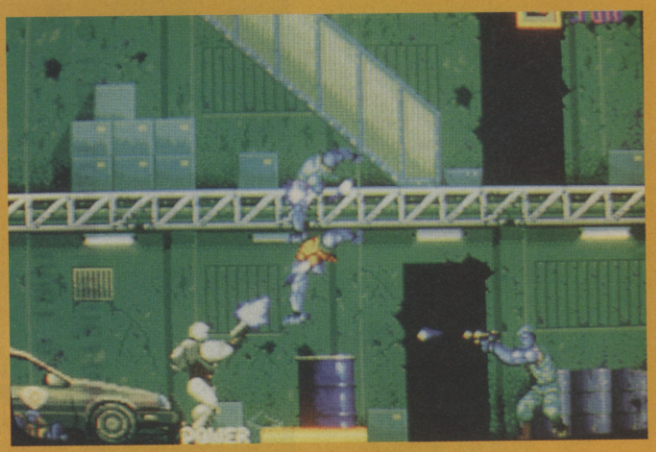
Purveyors of fine gaming implements, Powerplay have just unveiled the latest addition to their growing line, the Crystal.

Two Crystal sticks are available: the Standard crystal retails at £14.99, and the Turbo Crystal, with fast auto-fire, at £16.99. Both joysticks are fully microswitched, and should be available by the time you read this.

Powerplay are also giving away Cruiser sticks in a CU compo on page 77 of this very mag, in which one lucky reader gets to play with an Amiga. Check it out!

OUT RUN

If you weren't impressed by any of the recent crop of racing games then you're probably saving your dosh for last year's Christmas biggie, *Out Run* in its 16 bit form. Here's an exclusive shot and, we're promised, it features sampled sounds of a Ferrari doing a wheel spin and a set of keys going into the ignition. Conversion house Probe promise that it's going to be 'brilliant'. We wait with breath baited.



SHINOBI

Cop a look at this: it's the first glance at the Amiga version of *Shinobi*, due for release by newly-established FIL subsidiary label, Rebel, in the pre-Christmas period. Converted from the excellent Sega coin-op, *Shinobi* stars a nimble oriental warrior who makes his way through several beautifully-drawn levels crammed with terrorists to shuriken or hack to death, and romper-suited child hostages to rescue. With such extras as end of level showdowns with fire-breathing *Karnov*-type characters and a shuriken shooting range bonus level, *Shinobi* looks like it'll be the business.

ROCKET RANGER

They said it couldn't be done . . . well, actually they didn't, but they'd (whoever they might be) still find it hard to believe just how faithful Cinemaware have managed to keep their 64 version of the brilliantly camp wartime sci-fi spoof *Rocket Ranger* to the preceding Amiga version. But don't take our word for it — check out this eight-bit screen shot. Or better still, check out the whole game on its release.

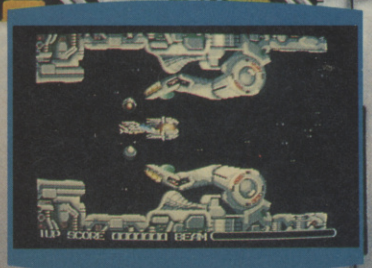
R-TYPE™

IT'S YOUR ONLY DEFENCE

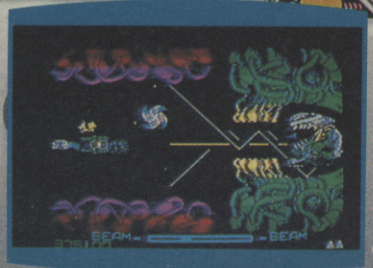
IT'S MECHANICAL . .

IT'S BIOLOGICAL .

IT'S BEHIND YOU .



Atari ST screen shot



Commodore screen shot

ELECTRIC DREAMS SOFTWARE

Available soon on Commodore 64/128 cassette (£9.99) and disk (£14.99), Spectrum (£9.99), Amstrad cassette (£9.99) and disk (£14.99), Atari ST (£24.99) and on Amiga (£24.99).

R-TYPE™
© 1987 IREM CORPORATION
LICENSED TO ELECTRIC DREAMS

Chart

READERS COIN-OP CHART

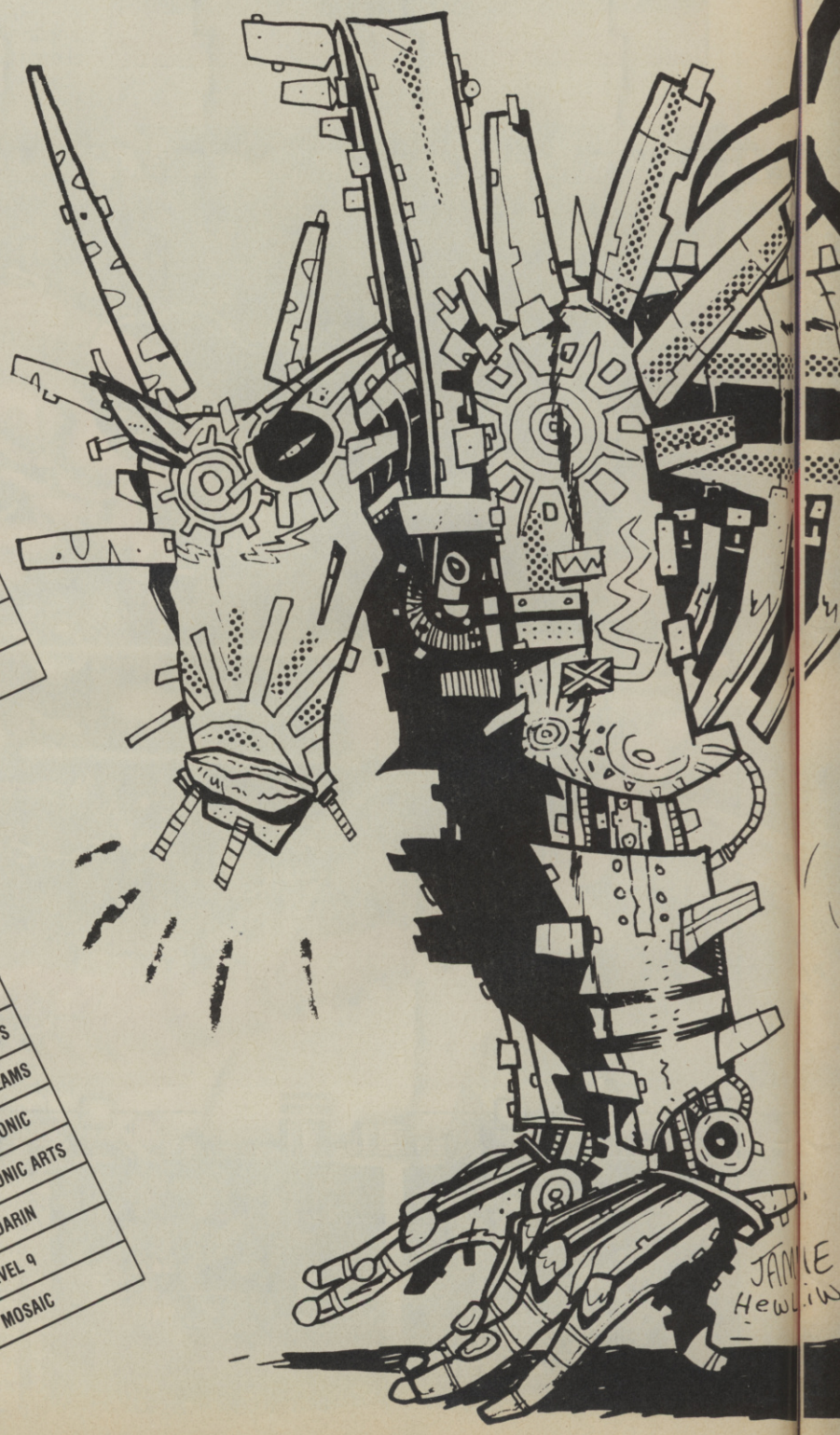
1	3	OPERATION WOLF
2	1	DOUBLE DRAGON
3	2	AFTERBURNER
4	5	SHINOBI
5	NE	VULCAN VENTURE

AMIGA CHART

TM	LM		
1	NE	STAR GLIDER 2	RAINBIRD
2	NE	VIRUS	FIREBIRD
3	2	INTERCEPTOR	ELECTRONIC ARTS
4	1	CARRIER COMMAND	RAINBIRD
5	NE	MENACE	PSYCLAPSE
6	6	BIONIC COMMANDO	CAPCOM/GO!
7	NE	ZOOM	DISCOVERY
8	NE	BARDS TALE 2	ELECTRONIC ARTS
9	RE	STAR GLIDER	RAINBIRD
10	NE	PLATOON	OCEAN

ADVENTURE CHART

TM	LM		
1	1	BARDS TALE	ELECTRONIC ARTS
2	3	PRESIDENT IS MISSING	COSMI-US GOLD
3	2	COLOUR OF MAGIC	ALTERNATIVE
4	7	BARDS TALE 3	ELECTRONIC ARTS
5	5	KNIGHTMARE	ELECTRIC DREAMS
6	5	QUEST FOR GOLDEN EGG CUPMASTERTRONIC	
7	10	BARDS TALE 2	ELECTRONIC ARTS
8	NE	TIME AND MAGIK	MANDARIN
9	RE	PRICE OF MAGIK	LEVEL 9
10	NE	SNOW QUEEN	MOSAIC



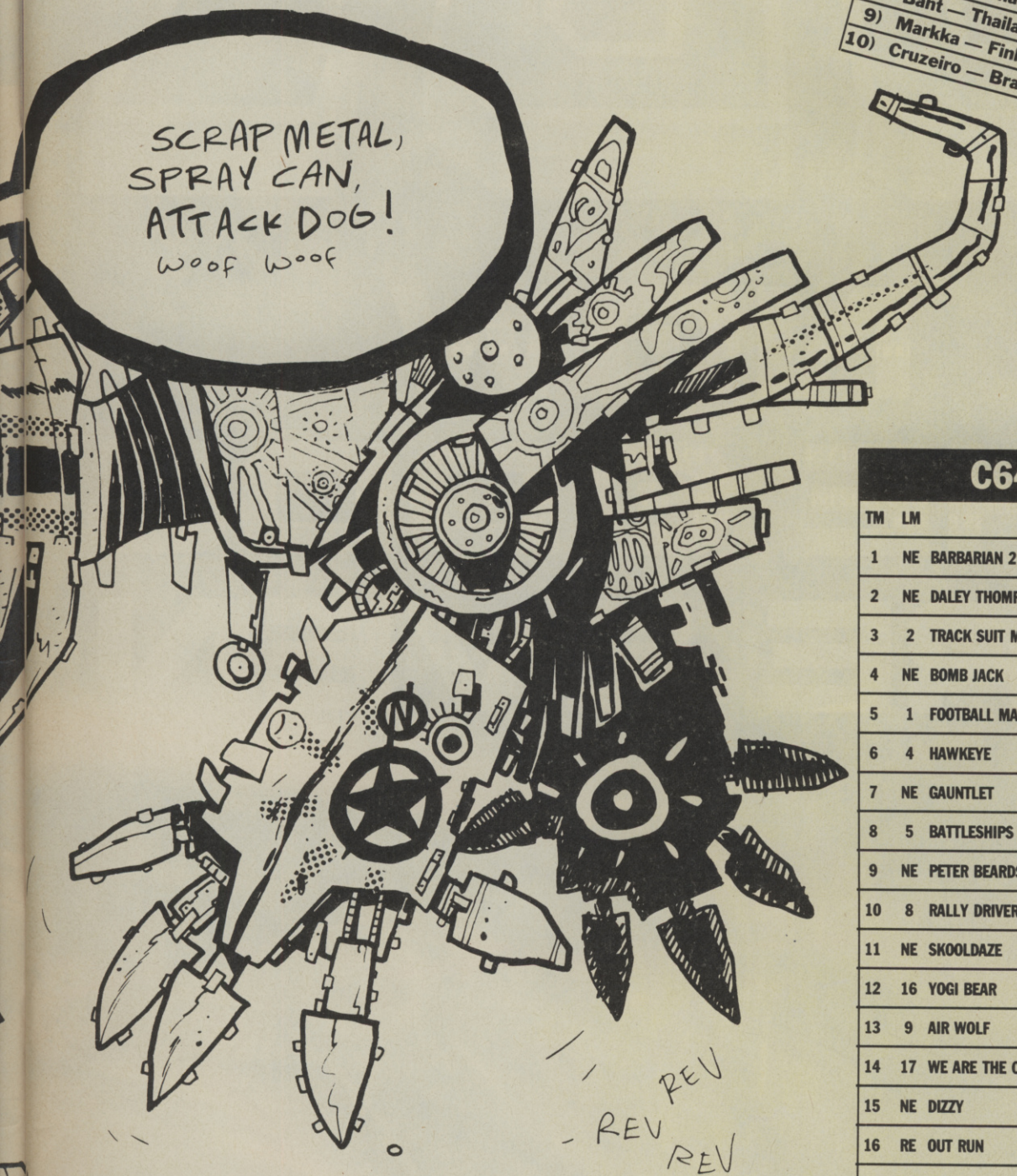
REVIEWERS' CHOICE

THE ED: Cybernoid (Amiga), Pacmania (Amiga), Armalyte (64)
STEVE JARRATT: Starglider 2 (Amiga), Nebulus (Amiga), Captain Blood (64)
NICK KELLY: Cybernoid (Amiga), Chase HQ (arcades), Battlechess (Amiga)
MARK PATTERSON: Cybernoid (Amiga), Nebulus (Amiga), Bards Tale III (64)
TONY DILLON: Captain Blood (64), Savage (64), Battlechess (Amiga)

TOP TEN FUNNY MONEY

There's a positively international flavour to CU this month what with the Ed in Madrid and Kelly in Japan, so we thought we'd give you a bit of comic currency.

1) Dong — Thailand
2) Renminbi Yuan — China
3) Zloty — Poland
4) Won — South Korea
5) Taka — Bangladesh
6) Gold Sol — Peru
7) Leu — Romania
8) Baht — Thailand
9) Markka — Finland
10) Cruzeiro — Brazil

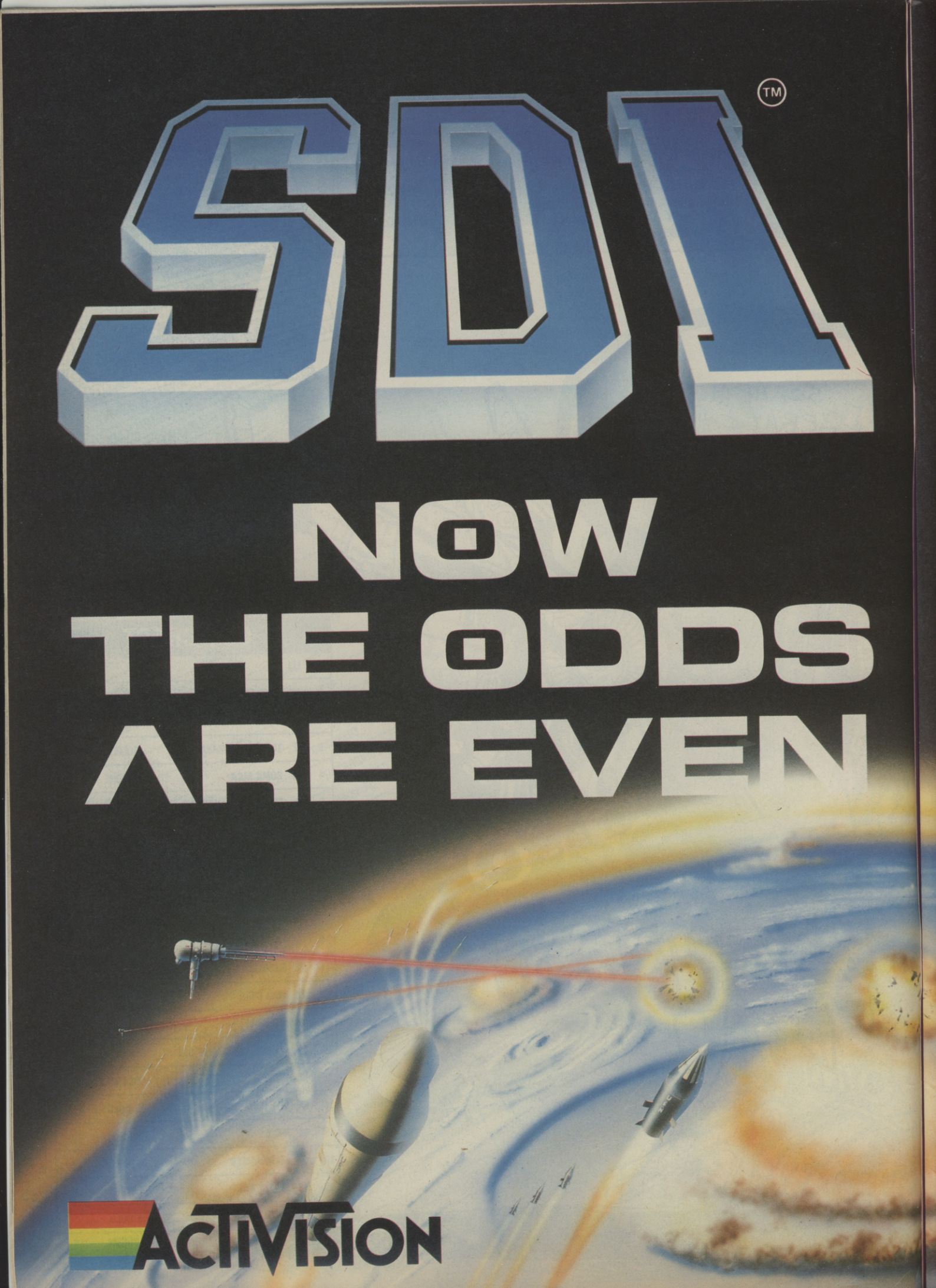


C64 CHART

TM	LM		
1	NE	BARBARIAN 2	PALACE
2	NE	DALEY THOMPSON	OCEAN
3	2	TRACK SUIT MANAGER	GOLIATH
4	NE	BOMB JACK	ENCORE
5	1	FOOTBALL MANAGER 2	ADDICTIVE
6	4	HAWKEYE	THALAMUS
7	NE	GAUNTLET	KIXX
8	5	BATTLESHIPS	ENCORE
9	NE	PETER BEARDSLEY'S FOOTBALL	GRANDSLAM
10	8	RALLY DRIVER	ALTERNATIVE
11	NE	SKOOLDAZE	ALTERNATIVE
12	16	YOGI BEAR	ALTERNATIVE
13	9	AIR WOLF	ENCORE
14	17	WE ARE THE CHAMPIONS	OCEAN
15	NE	DIZZY	CODE MASTERS
16	RE	OUT RUN	US GOLD
17	11	A C E	CASCADE
18	3	SALAMANDER	IMAGINE
19	NE	STREET GANG	PLAYERS
20	12	ROAD BLASTERS	US GOLD

SDI™

NOW THE ODDS ARE EVEN



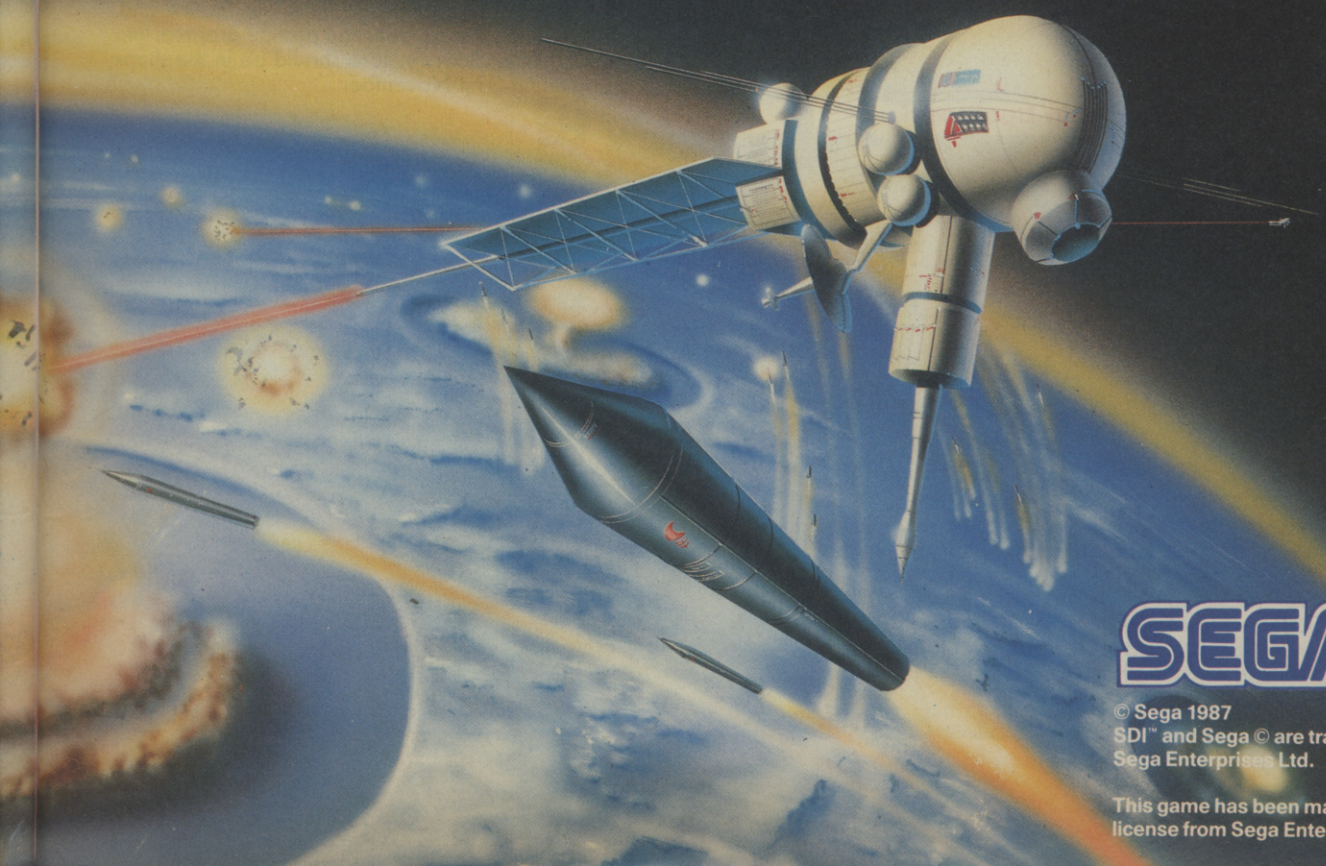
ACTIVISION

The button has been pressed – it's all-out nuclear war. As bomb-laden missiles rocket above a terror-stricken Earth, East and West are locked in the deadliest game of all.

With an awesome cache of nuclear weapons at your disposal, can you zap your enemy – and save the planet from imminent catastrophe? Using skill, judgement and razor-sharp reactions, you must deploy your Strategic Defence Initiative – and avoid global disaster!

Atari ST screen shots shown

Available on:- C64 cassette: £9.99, C64 disk: £14.99
Spectrum: £9.99, Atari ST: £19.99
Mail order: Mediagenic, Activision House, 23 Pond Street, Hampstead, London NW3 2PN Consumer Enquiries: 01-431 1101. Technical Support 0703 229694



SEGA®

© Sega 1987
SDI™ and Sega © are trademarks of Sega Enterprises Ltd.

This game has been manufactured under license from Sega Enterprises Ltd, Japan.

CU FR

THE BLAST

50% off Op Wolf!

AMIGA SPECIAL OFFER

Just because there's a free cassette for 64 owners on the cover, doesn't mean we've forgotten about all you 16 bitters out there. To soften the blow at not receiving your own freebie we've negotiated a great money saving deal on the finished *Operation Wolf* game.

With its downloaded arcade graphics the Taito conversion promises to be a real treat for Amiga owners, and you can get a copy for half price. Just fill out the form below and sharpen up your eye for some class blasting. Oh, and the offer is limited to one copy per household so don't get any ideas about setting up your own business!

I enclose £11.50 plus £1 postage and packing for Operation Wolf.

Name: .....

Address: .....

.....

.....

Method of payment
cheque ☐ postal order ☐ Access/Visa ☐
(delete as appropriate) Number: .....

Send this coupon together with your cheque (payable to Commodore User), postal order or Access/Visa number to CU Disk Offer, EMAP Premium Sales, 14 Holkham Road, Orton, Southgate, Peterborough, PE2 0UF. Overseas readers should add £1.50 for postage and packing. Deliveries should take 28 days, but those who have problems should phone 0733 237111. Please don't phone CU!

OPERATION WOLF

When it was released late last year CU described *Op Wolf* as being "set to blow the arcades to pieces". It's done all that we expected and more, but there were still eyebrows raised when Ocean announced they had secured the licence to it. "What are they going to do, give a way an Uzi with every copy?" said one journo. Of course not, but those wily Ocean folk recognised that the gun mounted on the front of the cabinet wasn't the game's main attraction — that was down to the frenetic gameplay. The answer was to have a scrolling gun sight, something which *Cabal* has proved is perfectly workable and entertaining in the arcades at this very moment.

What *Operation Wolf* has to have to succeed is the *feel* of the coin-op and the graphic sharpness. Our free demo cassette should leave you in no doubt that they've captured that with a vengeance.

The 64 version was programmed in-house by Colin Porch with graphics by Steve Wahid. The Amiga version, currently approaching completion, is being programmed in France and, we're told, they've managed to squeeze the arcade graphics into the 16 bit wundermachine. Both versions should be in the shops from the week beginning 21st November.

EE CU

'IN' MASTER

EXCELERON

Side 2 of our giveaway cassette contains a complete game, not a clapped out re-release of an old flop, but a brand new shoot 'em up programmed especially for the occasion by newcomers Video Images.

The Scunthorpe based company of three claims to be the youngest development house in the country — and with some justification — their average age is nineteen.

The team comprises of Dave Colley, Dave Bradley and Dean Hickingbottom who organize the projects, some of the graphics, design and co-ordination. *Exceleron* itself was coded by Kevin Lawrence who programmed *Sidewize* for Firebird a few years back.

Video Images are currently doing conversion work for Mediagenic on 16 bit and one of the first projects you'll see from them is the Amiga and ST versions of *Bangkok Knights*, which will feature code from a relative unknown, Andy Fowler (who received dozens of offers after he wrote an ST demo of *Uridium*).

Look out early next year for a special CU Amiga game.

CU FREE CASSETTE NOV 1988

OPERATION WOLF *(DEMO)*

EXCELERON

Instructions:

Side A —

Operation Wolf **— Press SHIFT RUN/STOP and press PLAY on datasette to load the demo.**

This is a scrolling demo of Level 1. Pick up extra ammunition, health points and rockets by shooting the symbols concealed around the screen. Avoid shooting innocent villagers or medical personnel.

Side B

Exceleron **— Press SHIFT RUN/STOP and press PLAY on datasette to load the game.**

Exceleron **is a parallax shoot 'em up for one or two players, the idea being to collect the six pieces of shield from around the outside planets which will allow you to then go to the middle planet. If you get past that level then you will be allowed to take on the final confrontation on LEVEL 8. Control is joystick only.**

WIN A COLOUR T.V.

CU Compo

It's not as good as winning an *Op Wolf* coin-op, but you have to admit they're a bit impractical. Can you see your mum letting you stick it in the corner of the living room and offering the vicar a go when he comes round?

What we do have to give away, thanks to those philanthropic chaps at Ocean, is a rather nice colour TV with that all important remote control box so's you don't have to crawl out of bed on Saturday morning to switch on Saint and Greavsie *(you slob — Ed)*.

Twenty-five slightly less lucky runners-up can expect to receive copies of *Operation Wolf*.

What do you have to do to win? Well, you can either send us £100 pounds in used fivers, employ the skills of medium, sabotage the post so no-one else's entry gets through, or answer these three teasers:

1) Which comedian stars as DJ, Adrian Cronauer, in 'Good morning Vietnam?

2) What is the name of the Colonel in the Rambo movies?

3) Which country did the Uzi sub-machine gun originate from?

Answers on a blood-stained dog tag to: Wolf Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to state whether you own an Amiga or a 64 so we know what to send you should you be a runner-up. Competiton closes Nov 18th.

DYNAMIC DUO

firebird

A LEGEND IN GAMES SOFTWARE

Spectrum cassette £7.99
Commodore 64 cassette £9.99, disc £12.99
Amstrad cassette £8.99, disc £14.99

For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to: The Marketing Department, Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

DIMENSION computers l.t.d.

40/50 High Street
Leicester LE1 5YN
Tel: (0533)
517479/21874

THE MIDLAND'S LARGEST COMPUTER STORE

AMIGA RANGE

CANON PJ1080A COLOUR INK JET
* Virtually silent operation
* Seven colour text and high resolution colour graphics printing (640 dots per line)
* Uses plain, single sheet or roll paper
* Supplied with AMIGA printer driver software £499.95

AF880 1Mb A500 3.5" External Drive £89.95
Cumana 1Mb A500 3.5" External Drive £99.95
Amiga Power Supply Unit £59.95
Internal A2000 2nd Drive £79.95
Amiga Midi Interface £34.95
Digiview Colour Digitiser £139.95
Supra 30Mb A500 Hard Disc £699.00
2Mb Internal RAM Expansion £449.00
PAL Genlock A500/A2000 ..... £219.95
A500 512K RAM Upgrade £129.95
Future Sound Digitiser, including microphone £169.95
Perfect Sound Digitiser, with stereo recording facility £74.95
Audiomaster Sampling Software £39.95
Prowrite V2 Wordprocessor £79.95

AMIGA A500 PACK 1
with Mouse, Workbench V1.3, Basic, PHOTON PAINT, TV Modulator, Major Motion, Tanglewood, Timebandit, Footman and Viper £399.95

AMIGA A500 PACK 2
with Mouse, Workbench V1.3, Basic, PHOTON PAINT, and TV Modulator £379.95

AMIGA A500 PACK 3
with Mouse, Workbench V1.3, Basic, PHOTON PAINT, plus SUPERBASE Database £389.95

COMMODORE 1084 COLOUR MONITOR
High RES, Non Reflective Screen £229.00

PHILIPS 8833 COLOUR MONITOR £259.00

PIXMATE
TOTAL IMAGE PROCESSING SYSTEM
Manipulates images produced by most Amiga graphics packages, including DPAINT.
With over 3000 special effects £44.95

AMIGA A500 with **PHILIPS 8833 HIGH RES COLOUR MONITOR** with STEREO SOUND OUTPUT, Mouse, Workbench, Basic, plus DPAINT Software £629.00

AMIGA A500 with **COMMODORE 1084 HIGH RES COLOUR MONITOR** Mouse, Workbench, Basic, plus DPAINT Software £599.00

STAR LC10 COLOUR DOT MATRIX
* 120 cps Draft, 30 cps NLQ
* 6 Resident Fonts and 6 Print Pitches
* Draft and NLQ in all Fonts and Colours
* 7 Colours plus Multiple Shade Graphics

Includes AMIGA Printer Lead £229.95

PHOTON PAINT
The AMIGA's most powerful graphics pack £69.95

PHILIPS 8833 COLOUR MONITOR £259.00

DIGIPIC
REAL TIME VIDEO DIGITISER
Captures images at 1/50th of a second from video source. Powerful software allows modification of images plus export to DPAINT and many other programs £239.95

CBM64 YAMAHA PACK
Commodore 64, C2N Data Recorder, 35 Games Pack, Bush Walkman plus YAMAHA SHS10 KEYBOARD & MIDI INTERFACE £199.95

PRINTLINK
Allows AMIGA to use CBM Serial or Standard Centronics Printers, with the Bonus of a 60K Buffer.
CBM Serial only £34.95
CBM Serial plus User Port to Centronics £44.95

THE NEW STAR LC10 DOT MATRIX PRINTER
* 120 cps Draft, 30 cps NLQ
* Friction and Tractor Feed
* Paper Parking Facility
* 6 Resident Fonts and 6 Different Print Pitches

Selectable from Front Mode Select Panel
Commodore Serial or Centronics £199.95
Commodore 64/128 Colour Version £229.95
Including FREE GEOS worth £26.95 with CBM version

1541C DISC DRIVE £169.95
OCEANIC OC 118N £129.95
Commodore Compatible Disc Drive
Both include GEOS, plus:
Software Pack
6 Disc Adventure Games plus 5 Disc Arcade Games

SUPER G
CBM to Centronics Printer Interface £34.95
FINAL CARTRIDGE 3 ..... £39.95
MPS 803 TRACTOR FEED UNIT £29.95
CBM64 256K UPGRADE £129.95
COMPOSER/EDITOR SOFTWARE
For Music Expansion System, Tape or Disc £24.95
ACTION REPLAY Mk IV PRO
Tape to Disc Back-up Cartridge £34.95
NEOS MOUSE
With CHEESE Software, Tape or Disc £24.95
COMMODORE C2N DATA RECORDER £29.95

CBM 64 OLYMPIC PACK
Commodore 64, C2N Data Recorder, Quickshot 2 Joystick, 10 Sports Game plus 30 Arcade Games £149.95

PRINTER RIBBON OFFER
MPS 801, 802, Citizen 120D and Star NL10 Ribbons £5.95
MPS 803 & MPS 1000 ..... £4.95
DPS 1101 Multi Strike £3.50
BUY FOUR AND GET ONE FREE!

LIMITED OFFER
COMMODORE 1581 3.5" DISC DRIVE ~~£199.95~~ £139.95

REMARKABLE COMMODORE PC1 OFFER
Unbeatably priced PC/XT compatible, including extremely compact base unit, detachable keyboard and monitor. Compatible with all major PC/XT software, the PC1 now represents the lowest price for specification PC compatible in the UK.
* 8088/4.77MHz Processor
* 512K RAM
* Serial and Parallel Ports
* MSDOS 3.2 and GW Basic included

For a limited period, the PC1 also includes ABLE ONE Integrated Spreadsheet, Wordprocessor and Database package (usual price £113.00)
PC1 with Mono Monitor ..... £299.99 + VAT
PC1 with CGA Colour Monitor ..... £449.00 + VAT
PC1 Package without Monitor. Compatible with CBM 1084 and most CGA/Hercules monitors ..... £269.00 + VAT

CITIZEN 120D DOT MATRIX PRINTER
Commodore version (with 64/128 Printer Lead) £139.95
Centronics version (with AMIGA Printer Lead) £139.95
Commodore 1901 Colour Monitor £219.95
Philips 64/128 Green Screen Monitor £89.95
MPS 1200P Dot Matrix Printer, Centronics £219.95
MPS 1500C 7 Colour Dot Matrix, Centronics £339.95
1581 3½" Disc Drive including 10 x 3½" Discs £199.95

CBM64 HOLLYWOOD PACK
Commodore 64, C2N Data Recorder, Quickshot 2 Joystick, 5 Hollywood Games, 5 TV Quiz Games, plus 30 Arcade Games £149.95

PRECISION
Superscript 64 ..... £24.95
Superbase 64 ..... £24.95
Superscript 64 & Superbase 64 ..... £44.95
Superscript 128 ..... £29.95
Superbase 128 ..... £29.95
Superscript 128 & Superbase 128 ..... £54.95
Superbase, The Book £11.95

GEOS Version 1.3
CBM 64/128 Operating System
Including: Desktop, Geowrite, Geopaint, and Desk Accessories, Disc
CBM64 ..... £26.95
CBM128 ..... £34.95

GEODEX/DESKPACK
Combined Database with powerful Mailmerge function. Also contains Artgrabber Graphic Images, Calendar and Icon Editor £21.95
GEOCALC Spreadsheet £24.95
GEOCALC 128 ..... £34.95
GEOPUBLISH Desktop Publisher £34.95
WRITERS WORKSHOP £21.95
WRITERS WORKSHOP 128 ..... £34.95
FONT PACK 1 ..... £16.95
GEOFILE Database £24.95
GEOFILE 128 ..... £34.95
GEOSPELL Spellcheker £16.95
I CONTROLLER* £12.95
Geos-compatible Joystick. Fits onto keyboard
*FREE OF CHARGE WITH PURCHASES OF TWO OR MORE GEOS PACKAGES
CBM 64/128 and PLUS 4 COMPANIES PACK
Sales/Purchase/Nominal Ledgers with Invoicing and Stock Control, Disc £24.95

PERSONAL CALLERS AND EXPORT ENQUIRIES WELCOME
ALL OFFERS STRICTLY SUBJECT TO AVAILABILITY
ALL PRICES SUBJECT TO CHANGE WITHOUT NOTICE
ALL PRICES INCLUDE VAT UNLESS OTHERWISE STATED

To order, either send cheque/P.O. with coupon or ring **(0533) 517479/21874** with Access/Barclaycard number. Please allow 7 working days for delivery from receipt of order or cheque clearance.
Please add £1.00 towards carriage and packing on any software order.
Hardware orders add £1.00 under £65.00 value, and £5.00 over £65.00 value.
Printer orders add £5.00 towards carriage.

Send to: Dept. No. CU 11, Dimension Computers Ltd., 40/50 High Street, Leicester LE1 5YN.
Tel: (0533) 517479/21874 Fax: (0533) 511638

Item	Quantity	Price
	Total	

Name.....
Address.....
.....
Telephone:.....

SCREEN SCENE

CU

This is where the reviews start and in common with the rest of mag things have changed. Don't worry, CU will still maintain the high standards it has set for assessing games and it'll still be done in an entertaining and witty style. What has changed though is the look of the pages, and more importantly the way we cover games.

The Amiga reviews will figure throughout the magazine, rather than in a section of their own — that's because we believe both machines now merit the same degree of coverage. Owners of 8 bit machines are interested in what's happening for 16 bit machines whilst Amiga owners can expect many of the 64 games they see to be converted. We'll cater equally for both groups by giving you updates and telling you whether and when other versions can be expected. Where games are released simultaneously we'll review both together with a selection of screen shots.

We'll also be looking to help you out with more information in the form of starting hints, background detail and technical data.

The other obvious change is the score panel. This has been streamlined in a way which really helps you decide just how we rate a game. There are now just four categories we're interested in: graphics, sound, playability and lastability. Playability simply refers to how addictive and well-designed a game is, and lastability refers to the enduring appeal of a game — are you going to clock it in an hour? Is it too boring?

Finally the scores are represented by percentages. With the high quality of releases on both formats now, we feel that marks out of ten are simply too constricting, so games will now be marked out of 100. Anything which scores between 85% and 92% merits a ScreenStar, and anything that receives between 93% and 100% merits a SuperStar. Now what about the people giving the scores. . .?

NICK KELLY

Lead singer and songwriter with The Fat Lady Sings (The Fat Lad Whinges as they're know here), Nick hails from Dublin and mainly handles the arcade reviews, though he turns to the home machines once or twice an issue.

Most of Nick's spare time (and indeed much of his work time too) is taken up with the band, but in moments of quietude he enjoys whacking Mike P at tennis and eating Japanese food.

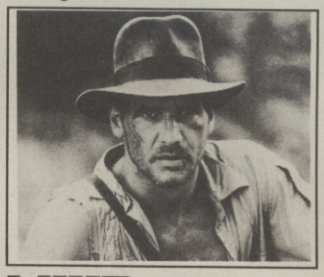
His favourite game ever, is Wizball on the Amiga, R-Type in the arcades and Paperboy. Basically, he says, "nothing too intellectually straining." Quite right too.

STEVE JARRATT

Another Newsfield reject, no really, Steve just joined CU after a brief period as a freelancer. Ex editor of Crash, Steve, and not a lot of people know this is, was an industrial chemist before he took to the typewriter.

His pastimes include ten pin bowling, trainspotting (*Oi! That's a complete lie! — SJ*) and painting. Look out for those maps.

Bubble Bobble just has to be his fave game ever, along with *Star Wars* on the ST (*just a minute . . . Ed*) and *Mercenary* which he rates as the best game ever written." What a boring fart. . .

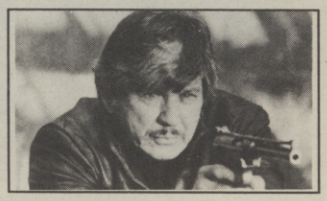


MIKE PATTENDEN

The Ed, of course. When he's not letting Nick Kelly win at tennis Mike is playing or watching football. He's a season ticket holder at West Ham and plays Sunday League football (*at which he's totally brilliant — Ed*). His favourite games are definitely of the arcade variety with sport sims and shoot 'em ups figuring highly. His bestest game ever, has to be *Operation Wolf*, but he also likes the odd pinball machine as well, particularly Party Animal.

KEN MACMAHON

Known to many software companies as Ken the Bastard because of his unkind reviews, Ken is not a man to suffer poor software gladly. It was he who gave the infamous Ninja Master zero when he reviewed it, almost causing World War III in the process. Ken will review anything as long as he's paid for it, but he's well into flight sims and games with depth — like *Silent Service (Is that supposed to be funny? Ed)*

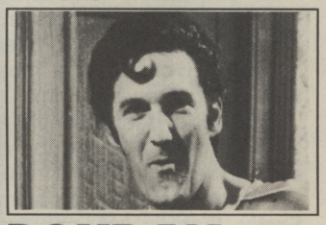


TONY DILLON

Heavy metal mutha TD, a young man carefully breeding a pot belly despite his tender years. He enjoys most types of games (he rates *Elite* as his number one fave), but he's particularly keen on the role playing variety as well.

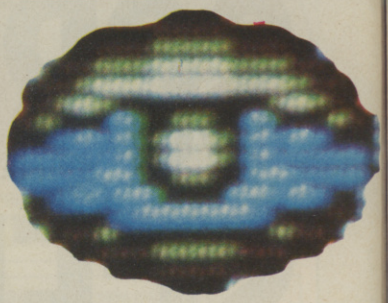
MARK PATTERSON

Despite being an Arsenal fan Mark's quite a nice chap really. He's just become a staff member, joining as copy chaser, though we reckon it's just a way of getting hold of our Amiga. Like TD he's a fan of role playing games and rates the *Bard's Tale* series as being the best games he's ever played.



BOHDAN BUCIAK

CU's ex Dep Ed runs a desktop publishing company with Ken McMahon. If anyone's ever wondered quite how he got that name it's because he's of Ukranian descent. So now you know. Bohd' as he's affectionately known is well into Microprose style sims and racing games.



One tower down, fifteen to go . . .

NEBULUS

Recently, Hewson have been assaulting the Amiga market with some great releases such as *Zynaps* and *Cybernoid*. This trend now continues with the release of *Nebulus*.

When I first saw *Nebulus* it was on the Spectrum, and at the time I didn't thinks too much of it. But now after playing the 64 and Amiga versions I can safely say I've been hooked on one of the most addictive games of all time.

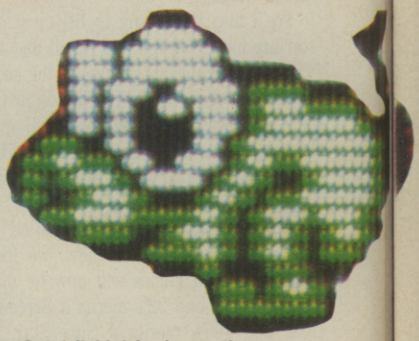
The basic idea is simply to try and make it to the top of each tower; but it's the route you take that's the problem. Firstly, there is only one real path, and from here on in that strategy is like a heavy snort of chess, but far more devious. To progress up the tower you need to use platforms, lifts and doorways. The problem with doorways is that unless you're an experienced player you never quite know where you're going to end up: in a better position or in the drink. Lifts are straightforward green man-carriers, although they can also lead to some rather nasty knocks on the head. The platforms also contain pitfalls such as the annoying habit of vaporising under your feet or being greased just as you bypass a particularly nasty alien, forcing you back into it.

Each tower scrolls rotationally as well as vertically and mastering the mild concept of this idea is half the key to being successful in your approach. If you come across a lift which is blocked by a destructible platform that cannot be shot from where you stand, an alternative route is required to bring you onto the same height as the block. As long as the block is in range of your killer snowballs, you can clear the block, scurry back to your first position, and use the lift in safety.

Other problems require avoiding some really nasty meanies. I say nasty because they go one step further than actually killing you, they knock you down a level or two on the tower you're on. This may not sound much but after struggling for ages on a particularly difficult bit with precious time slipping away, this can be agonisingly painful.

Between each tower is a bonus level where you, in the guise of your little puggy man, happily blast away at marine life, encasing fish in bubbles and collecting them for a time bonus on the next tower.

The addictive qualities of this game are literally phenomenal; all you need are a few quick goes and you're hooked — like the majority of the CU team seem to be at the

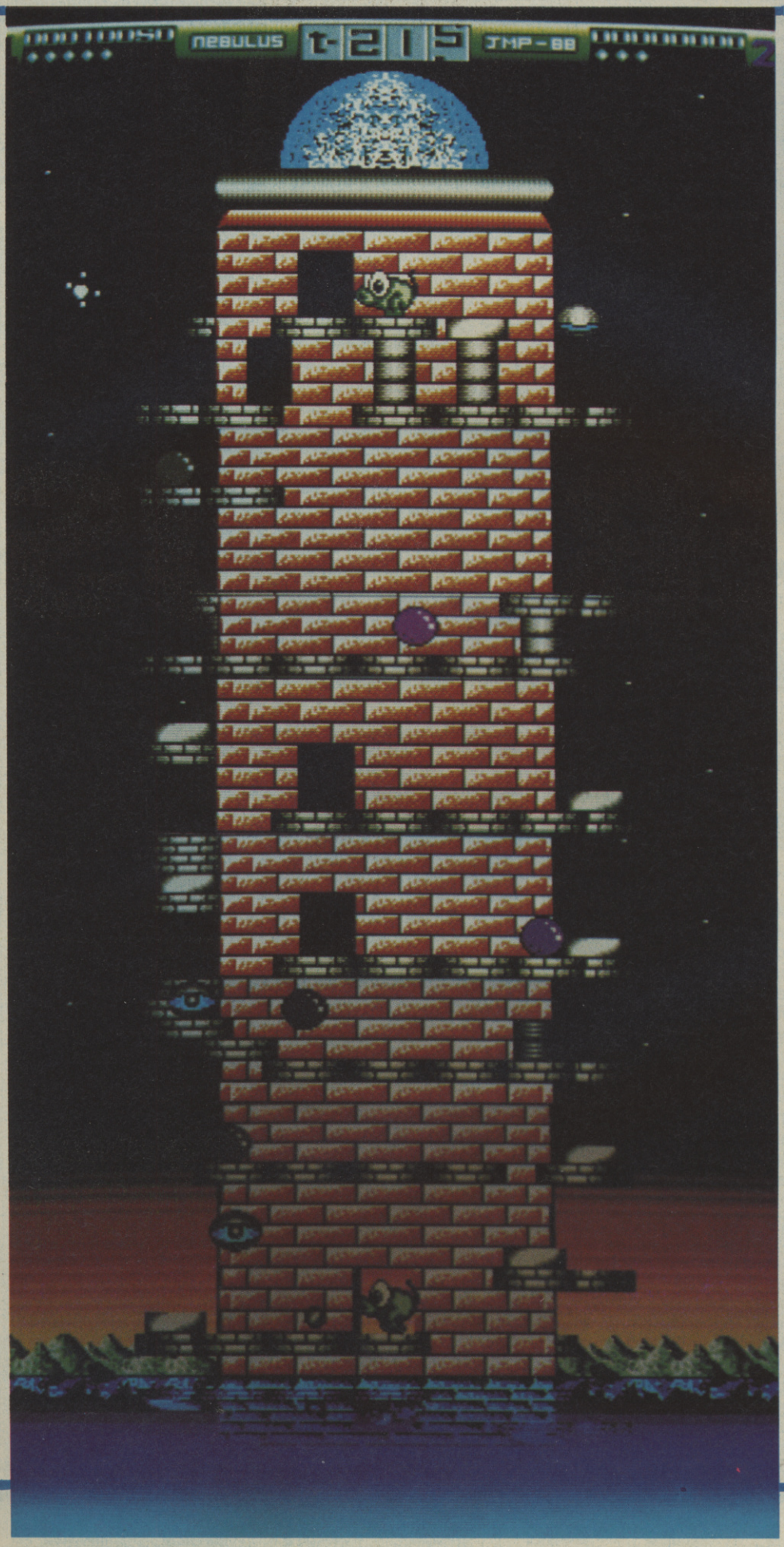


Goin' fishin' for bonus time.

Hewson
Price: £19.99

SOUND	71%
GRAPHICS	88%
LASTABILITY	89%
PLAYABILITY	94%

92%



C U SCREEN STAR

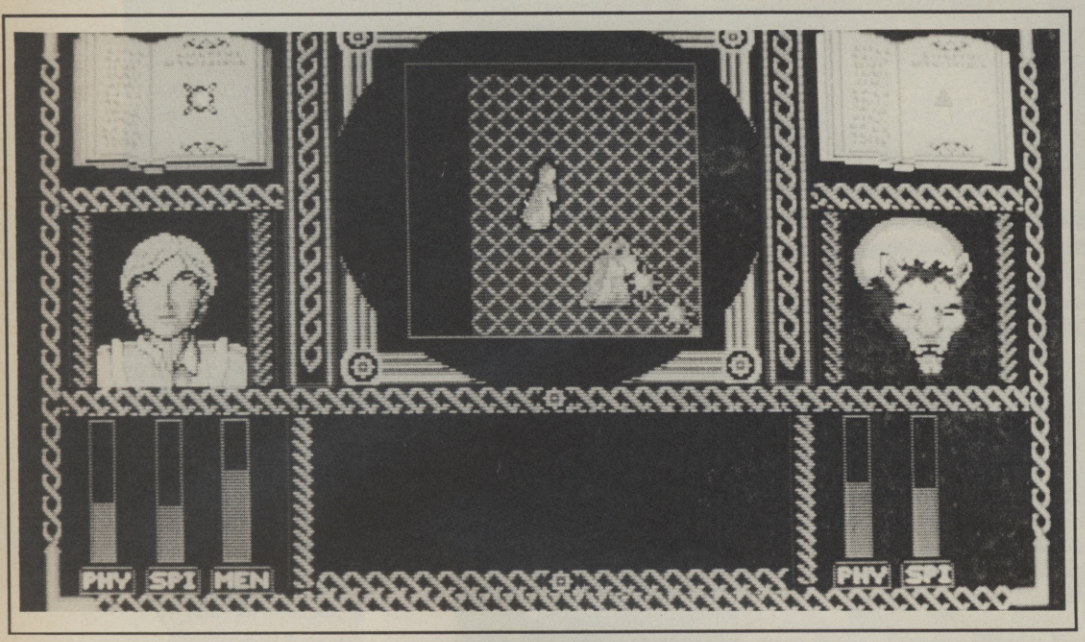
moment.

In a game with as limited a field of play as *Nebulus* the graphics have been produced extremely well. When you start, the base of the tower and the nasties are realistically reflected in the water below, and the sky is beautifully graded using around 60 colours on-screen. Clever stuff, eh?

Sampled sound effects are abundant, though not exactly the most amazing I've ever heard. Still, the sound is suitable when set against the cute, pug-nosed main sprite and those annoying aliens, one of which enters with a dry wheezing cough!

Nebulus is going to be one hell of a game to complete, but then it's going to be one hell of a game to put down again — probably one of the most addictive games ever to be released anywhere (honestly). In fact it should carry a health warning: the amount of times people have nearly thumped the Amiga (Jarratt) or a wall for that matter has to get a mention. Ultimately, it's a mentally stimulating, reflex testing, light hearted game that must rank as one of the best ever releases.

Mark Patterson



WIZARD WARS

The game that takes fantasy role playing one step further... Well that's what it says here. What it fails to state is in which direction. And for that fact it's not so much FRP; in fact all we have here is a basic fantasy arcade adventure. Stand it shoulder to shoulder with *The Bard's Tale* and *Wizard Warz* loses by an instant KO.

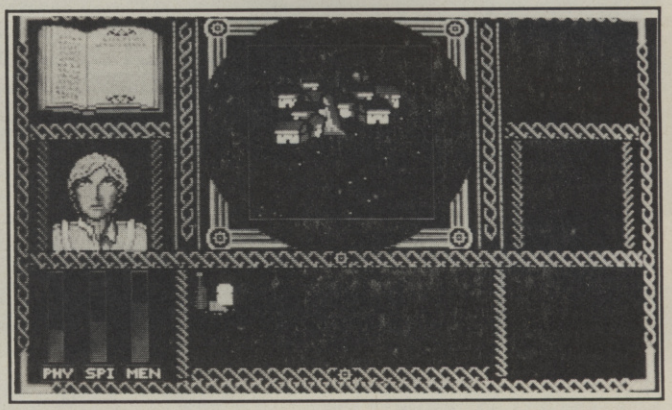
Canvas Software/GO!
Price: £19.99

Your aim is to become the greatest wizard in all the land, and to achieve this you have to go around being as violent as possible, blasting off magic left right and centre, decapitating spiders, ghouls and other wizards.

Stretched over a mind-numbing three levels, your little wiz has to collect spells, trinkets and magic items to help turn him from the warlock equivalent of a .22 pea shooter into a cruise missile.

The wizard has three ratings, *phy, spi* and *men* each corresponding to a set of spells. Casting the appropriate spell reduces x amount of points from that particular stat until it's depleted or death occurs.

The spells come in two categories — offense and defence (*hud, hud — Ed*). An offensive spell can be something like a fireball or mind blast, costing different amounts of points and causing a set amount of damage. The defensive spells can be forms of shield, flying, speed or teleporting spells.



Looks like toytown.

Level one is quite simple: kill the monsters and return their treasure to the appropriate town. Level two instigates the 'choose your own monster' option, whereby you cycle through a list of monsters, select the one you wish to fight and then attempt to duff it up.

Finally you're transported to the castle of the seven mages, whereby you're set upon by the first of the rival wizards, a Wolf Lord. Your wizard's attributes are altered to match those of your opponent, thus making the combat nice and even.

As role playing tends to go this is extremely bad, with no problem solving and no sense or feeling of true role play. To describe it as a soggy arcade adventure would be more apt. For a start the graphics are very poor in the essential places and very nice where it doesn't really count. The play area is a small circle in the top centre of the screen which starts off tiny and steadily grows smaller as you lose energy. The character pictures at the side of the screen are well-defined cameos of your adversaries, which is more than I can say for the monsters themselves, which are the same sprite as the main character, bar the colour of their cloak.

Take my advice — after all that's what I'm here for — and keep away from this one.

Mark Patterson

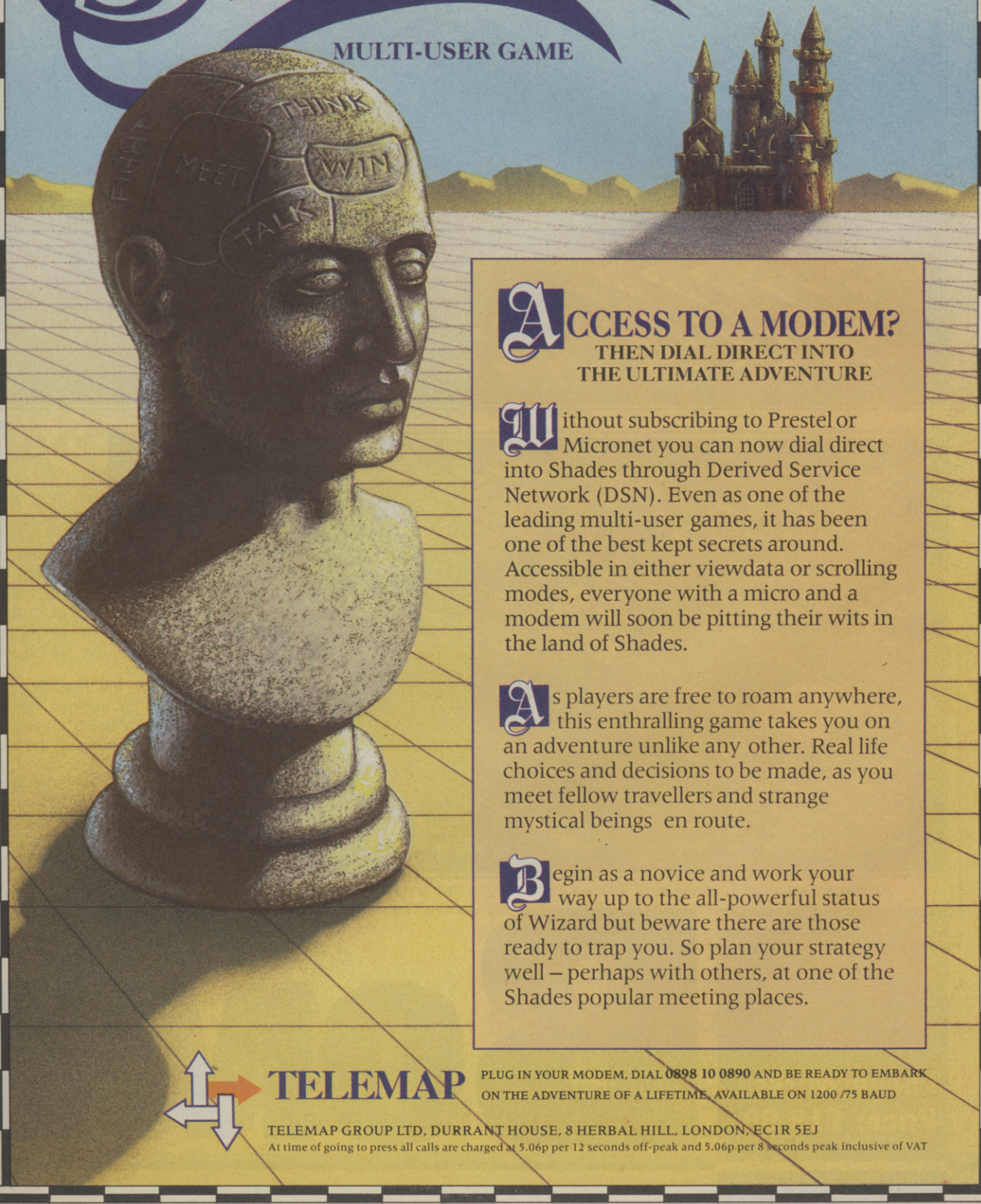
SOUND	**41%**
GRAPHICS	**39%**
LASTABILITY	**41%**
PLAYABILITY	**38%**

40%

MICRONET

Shades

MULTI-USER GAME



ACCESS TO A MODEM?

THEN DIAL DIRECT INTO THE ULTIMATE ADVENTURE

Without subscribing to Prestel or Micronet you can now dial direct into Shades through Derived Service Network (DSN). Even as one of the leading multi-user games, it has been one of the best kept secrets around. Accessible in either viewdata or scrolling modes, everyone with a micro and a modem will soon be pitting their wits in the land of Shades.

As players are free to roam anywhere, this enthralling game takes you on an adventure unlike any other. Real life choices and decisions to be made, as you meet fellow travellers and strange mystical beings en route.

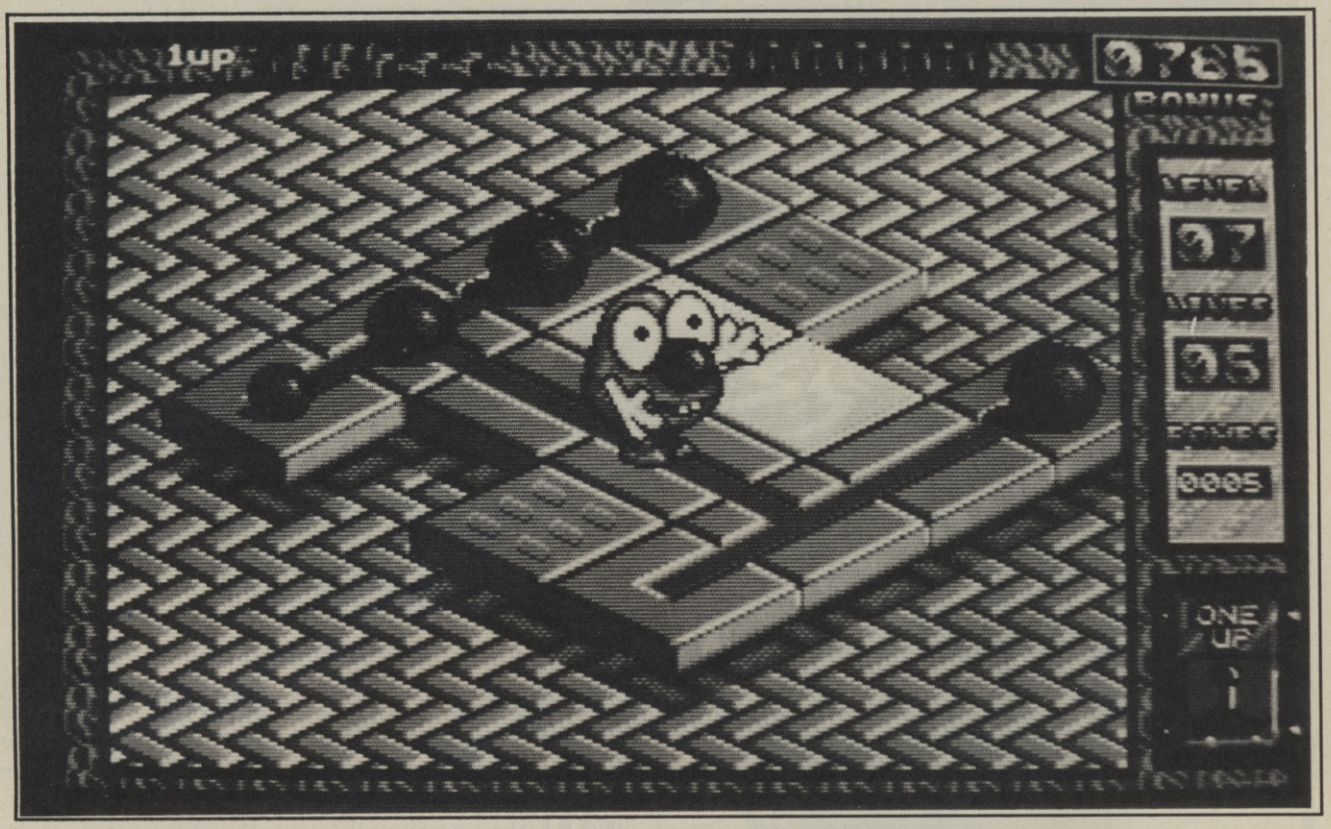
Begin as a novice and work your way up to the all-powerful status of Wizard but beware there are those ready to trap you. So plan your strategy well – perhaps with others, at one of the Shades popular meeting places.

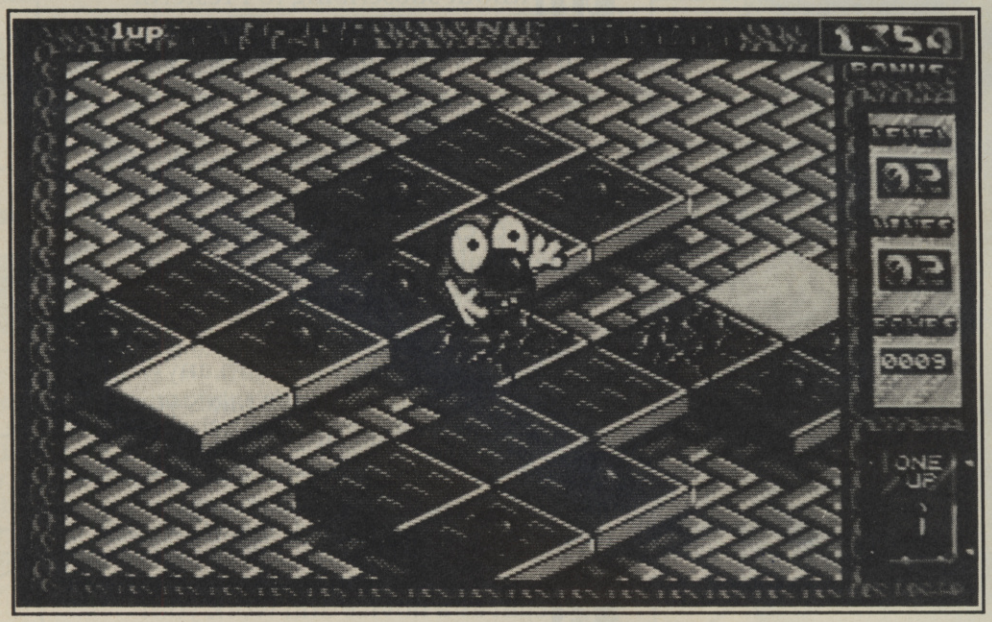
TELEMAP

PLUG IN YOUR MODEM, DIAL **0898 10 0890** AND BE READY TO EMBARK ON THE ADVENTURE OF A LIFETIME. AVAILABLE ON 1200 /75 BAUD

TELEMAP GROUP LTD, DURRANT HOUSE, 8 HERBAL HILL, LONDON, EC1R 5EJ

At time of going to press all calls are charged at 5.06p per 12 seconds off-peak and 5.06p per 8 seconds peak inclusive of VAT





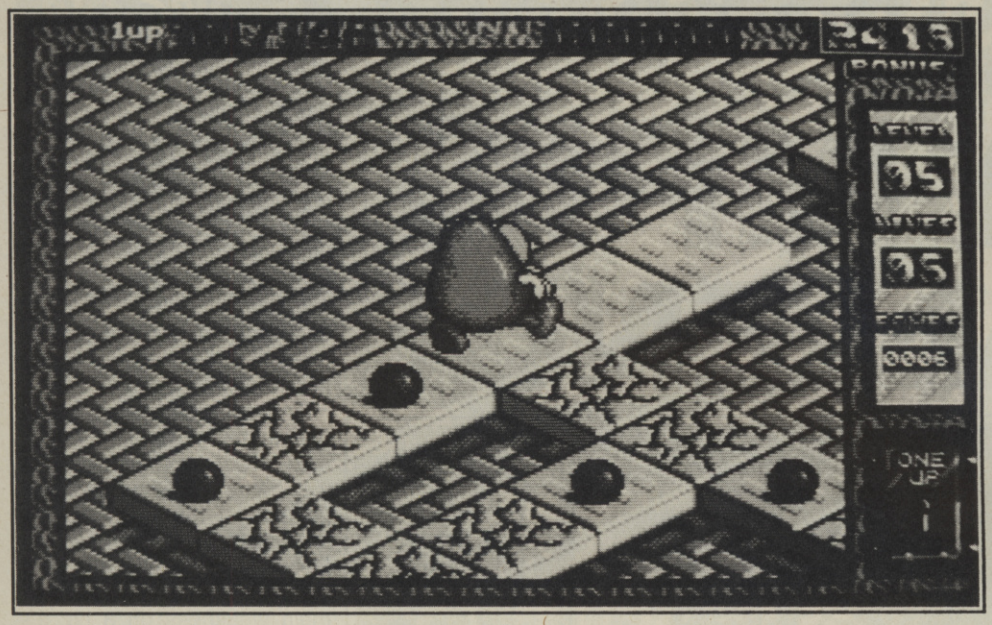
This is the one, kids. *Bombuzal* is the singular, most exciting, highly involved and incredibly realistic guide-the-fat-blob-around-the-exploding-tiles game that I've played this week. Well, maybe that's not so much of an accolade, but that's alright because *Bombuzal* isn't a very good game.

You are the mad Bomber. You live to explode bombs. Your entire being craves the smell of gunpowder, the flash of the fuse, the shock of the explosion, the taste of blood and all the rest of it. You live on an odd little world made up of lots of little flat plains. Each plain is made up of tiles, some dangerous, some not.

You spend all of your life running around on these tiles.

Image Works
Price: £19.99

BOMBU



Bombuzal ***bombs out.***

Should you decide to try something completely different (e.g. run off the tiles) then you plummet to your death, some six inches below.

Your mission (if you can call it that) is to detonate all the bombs on each level by running up to them, priming them, and then running away before they explode in your face. As the bombs explode, they take some tiles away with them, the number directly proportional to the size of the bomb. A small bomb will only destroy the tile it's on and will trigger any bombs within one tile on any of the tiles' four sides. A large bomb, however, wipes out all the tiles within a three tile radius and detonates any bombs within one tile out of that area. Get your bombs in the right place, and you can set off a chain reaction that can wipe out the whole level, with you included. So be careful.

If all that isn't exciting enough for you, there's lots more thrown in, just to get your shoes quivering. Different sorts of tiles, for example. There's your normal OK-to-stand-on tile which can be blown up by an explosion. Slotted tiles do all the same stuff as the normal tiles but have an extra special capability. Any bombs on a slotted tile can be picked up and moved to adjacent slotted tiles. On a screen that has slotted tiles, you can be pretty sure that you're going to have to do some shifting.

A riveted tile is OK to walk on and won't be destroyed by an explosion. Cracked tiles disappear as soon as you step off them, so always make sure that you want to walk across it before you do, because once you do, there's no turning back. Iced tiles make you lose control.

On top of that, there are swell bombs. No, not bombs that are nice to American persons, but bombs that change size from small to large, each size doing varying amounts of damage. A-bombs are scattered about on some later levels. Trigger one off, and all the bombs on that level go off.

Power temples can be found too. Should a bomb go off next to one, it sucks in the force of the blast, preventing it from destroying tiles and detonating other bombs. Teleports transport you all over the shop. A spinner is there to ensure that you don't spend too much time on the starting square. After a short amount of time, it will push you off the square you're on in a random direction. Switches also lie around, which change parts of the level you're on.

Phew! I wipe the sweat from my brow. Imagine, all that in one game. I bet you can't wait to play it, but hang on, there's more! You can play in a 2D overhead view or a 3D isometric perspective view.

The graphics are large and cute, but nothing to write home about. The animation on the other hand, if you can call it animation, is terrible. There only seems to be four frames when he walks (it's more of a glide than a walk). This spoils the overall look of the game, which is pretty bland anyway, consisting of a few diamonds with some bearing different markings to the others and a red circle here and there. Come on, isn't this an Amiga game? As for the explosions! They're nothing short of a joke. Even the Spectrum doesn't do explosions like that. The tiles vanish to be replaced by lots of flashing red pixels. Har de har har.

The control is horrible. For one thing, Messrs Crowther and Bishop have rotated the directional control by 90° in comparison to every other isometric perspective game, which means lots of mistakes. It's very easy to walk off the edge of a platform because you automatically direct your character according to instinct.

Bombuzal is a nice idea, but one which has been spoilt by one or two stupid mistakes.

Tony Dillon

64 UPDATE

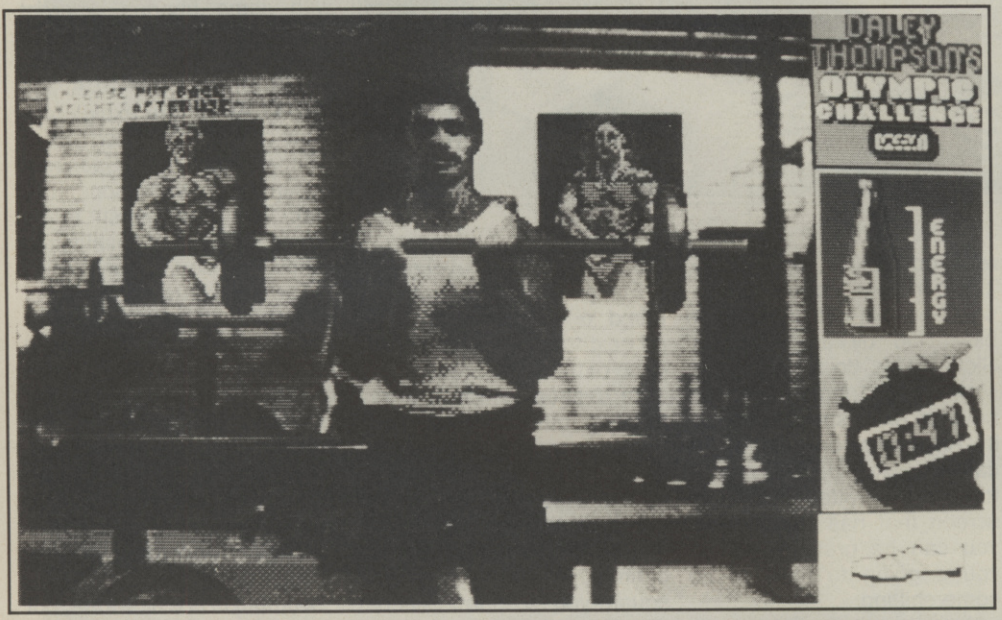
The only differences between the 64 and the Amiga version are the graphics. Though clean and well defined on the Amiga, they suffer the same old problem of the 64's resolution. Large, blocky graphics and poor animation make it a less-than-average game visually. The overall presentation is pretty bland, with a boring front end and some fairly basic sound effects.

UZAL

GRAPHICS 46%
SOUND 52%
PLAYABILITY 62%
LASTABILITY 31%

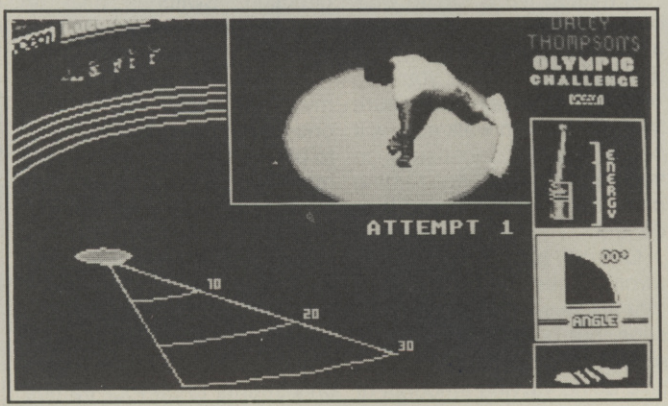
49%

Daley Thompson's OLYMPIC CHALLENGE



Poor old Daley, broken, but unbowed he missed out on another Olympic medal by a measly 22 points. Ain't life a bitch?

Ocean must be more gutted about Daley's demise than most: had he succeeded *DTOC* would probably have fared much better chartwise than it has. The 16 bit version appears, rather in the mould of Epyx games, after the main event, so it really needs a little more than topicality to give it appeal.



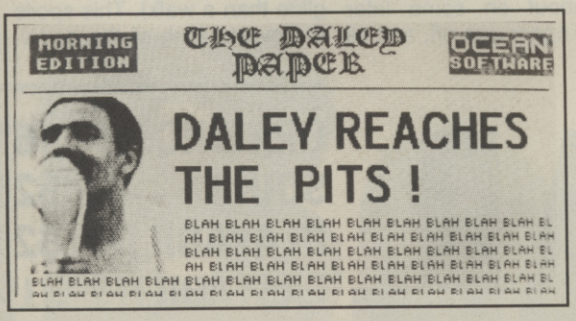
To their credit, Ocean have tried to make use of the Amiga with a different approach to the game in using digitised pictures of the great man to accompany the action. However these only serve to highlight what was the game's main weakness on 8 bit: it's still a very stilted joystick waggler. In each of the ten events virtually all you're asked to do is thrash the stick violently from side to side, a technique which really has as much place in sports sims these days as synchronised swimming.

The 16 bit version also falls down on the 64 with the graphics believe it or not. Yes, I know they're digitised which is fine, but for most of the events Daley's digitised pictures merely accompany the action — the real sporting prowess takes place in the world of sprites and pixels, and really these leave a bit to be desired. They're small and not really that detailed.

Sound too is poor, and although there's a jolly tune, the effects are weak and limited to the odd grunt and what sounds like an express train rattling over the points in the distance. It's supposed to be the crowd's reaction.

A shame really, because had Ocean found a way of utilising the digitised pictures more usefully and avoided the joystick pumping then I'm sure *DTOC* would have been a hit.

Mike Pattenden


MORNING EDITION

THE DALEY PAPER

OCEAN SOFTWARE

DALEY REACHES THE PITS !

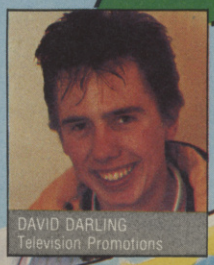
BLAH BLAH BLAH

PRO SOCCER Simulator

RICHARD DARLING
Research and Development

Richard – 'Pro Soccer's got everything! There's four soccer games – 11 A-Side Soccer, Indoor Soccer, Street Soccer (fouling allowed!) and Soccer Skills (with skill training – penalties, pushups, sit ups, weight lifting, dribbling and more!) – Superb Value!'

David – '. . . and Pro Soccer's got simultaneous 4 player action! It's taken our team of "Code Masters" over a year to perfect these football games. Don't miss out on the best all action, 4 player, football game ever! Absolutely Brilliant!'



DAVID DARLING
Television Promotions

AMSTRAD SCREEN SHOTS

Code Masters GOLD

£9.99 COMMODORE C64 TAPE (DISK £14.99)

£9.99 AMSTRAD CPC TAPE (DISK £14.99)

£8.99 SPECTRUM TAPE (+3 DISK £12.99)

£19.99 AMIGA

£19.99 ATARI ST

£19.99 PC AND COMPATIBLES

CODE MASTERS SOFTWARE CO LTD., PO BOX 6, LEAMINGTON SPA CV33 0SH

THE GREATEST ACTION PACKED *JAMES BOND 007* GAME EVER!

Goddam it boy! That darned Mister Bond bin at it agin'. He done and wrecked twelve o' my bran' noo po-lice cars, broke all da speed laws o' tha' county an' now he's causin' mayhem in that boat a' his! If ah ketch any o' yoo boy's or gals a' followin' his exam-ple now, you'se better be watchin' yo' ar@★.

Shee-oot!

Available from 20 October 1988

Spectrum
CBM 64
Amstrad
Amiga
Atari ST

An elite Production

SOURCE CODE AND GAME FORMAT
COPYRIGHT © 1988
Elite Systems International Ltd.

IAN FLEMING'S

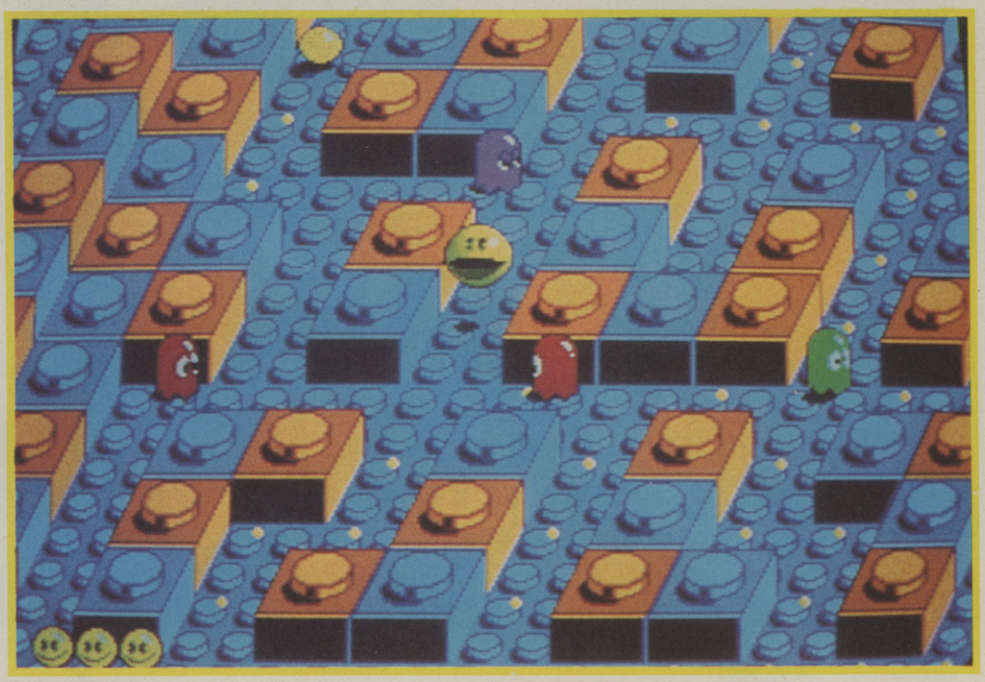
JAMES BOND 007

in

LIVE AND LET DIE
THE COMPUTER GAME

Gun Symbol Logo © 1962 Danjaq SA and United Artists Company
© Eon Productions Ltd. Glidrose Publications Ltd. 1988

A
DOMARK
Publication
Ferry House, Lacy Road, Putney SW15 01-780 2224



PACMA

Pac's back! Only now he's got lots more colour, a large scrolling maze and a few special abilities.

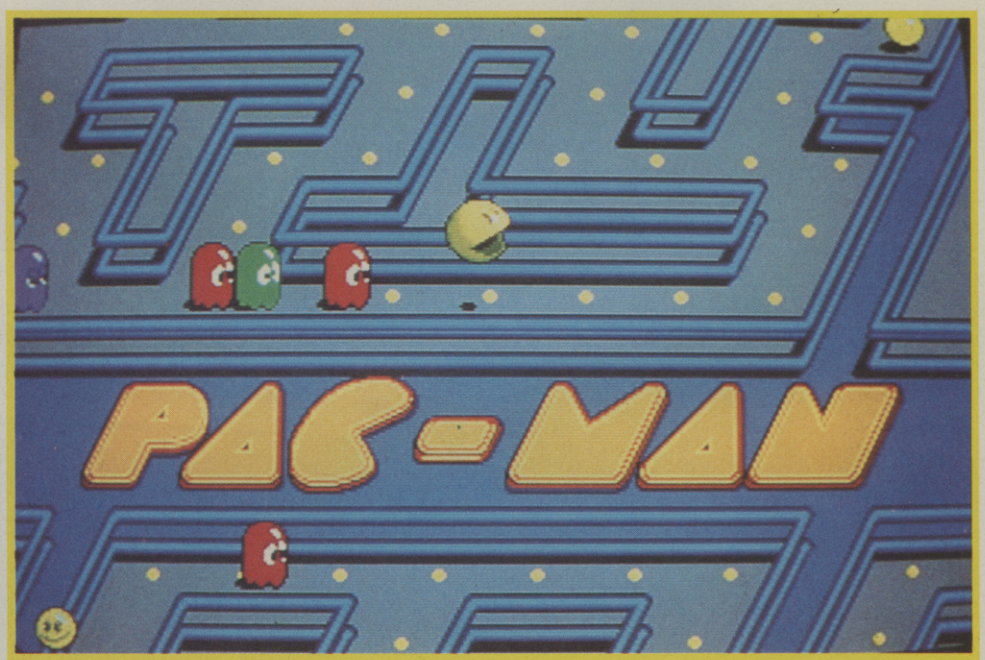
Pac has been enlarged, rotated through 90°, and given a new, overhead perspective view of the world. The game, however, remains exactly the same. Pac, a rotund yellow eat-anything ball (a bit like C+VG's ad man just after he came back from his holiday) has to race around a maze collecting all the pills that are lying on the floor by running over them, eating them as he passes.

The only things hindering him are the ghosts that race around the maze, some in a random pattern, some of which home in on him almost telepathically, and some which follow him in a 'line of sight' fashion, that is, should he go round a corner, they stop tracking him until they see him again.

The original *Pacman* used to get quite hectic; if you had two ghosts coming from opposite directions, and nowhere to turn, there wasn't very much you could do, except wait for the impending doom. Happily, in *Pacmania*, there is. You can jump up into the air, clean over the approaching ghosts and away into the blue yonder. As the ghosts don't change direction in the middle of a path, you should gain enough time to do a runner (or should that be a roller?).

As in the original, Pac has his power pills. In each of the four corners on the maze are oversized pills, which temporarily turn the tables on the ghosts, making Pac invincible and allowing him to kill them off by munching them. When dead, the ghosts' eyes are all that remain, whereupon they fly off to a special location in the centre of the maze to

Aaaaaaaaccccciiiiiiiddddd!!!



64	£9.95

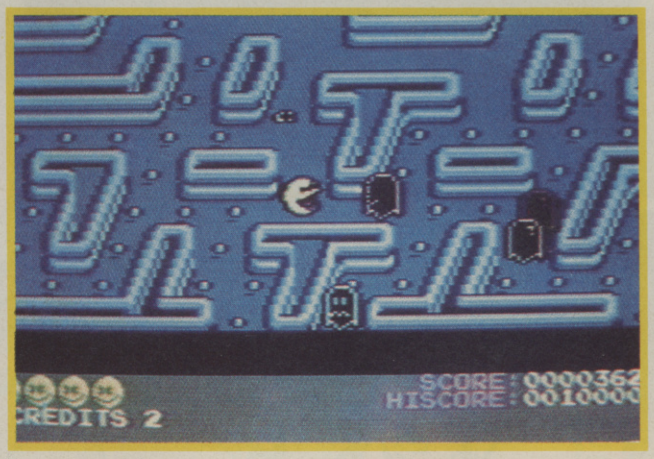
The 64 version of Pacmania isn't bad either, though funnily it's a lot faster than its 16 bit counterpart. Unfortunately it doesn't have the full screen playing area. But there's only so much you can do with a 64.

The gameplay is fast and furious, but falls down by being far too easy. It took me two goes to get to the final level, so maybe forking out a tenner for 15 minutes entertainment is a little bit much.

GRAPHICS:	**73%**
SOUND:	**57%**
PLAYABILITY:	**76%**
LASTABILITY:	**46%**
OVERALL:	**69%**

Grandslam
Price: £19.95

AMIGA



Can you paarty!

reform into ghosts, and return to menacing.

At random intervals, a special pill appears in the centre of the maze. This gives Pac things like extra lives, super speed, invulnerability or just plain points.

There are four worlds to travel through, the first three are selectable as starting levels from the front end. The amount of levels on each starts at one for world 1, and increases in direct proportion to the world number. On the higher levels, things like wraparound mazes appear just to fool you into thinking that the maze is larger than it is. More and more ghosts appear and the mazes become more intricate. Right near the end, the big ghosts appear. Twice the size of an ordinary ghost, these things are hard to avoid. The one type of nasty that gets me every time is the jumping ghost. It starts on world 3 and can't be jumped over, as it has a habit of jumping when you do, so you tend to jump into it, rather than over it.

To be honest there's very little distinction between the arcade version and the Amiga version — unsurprisingly since the graphics were downloaded from the coin-op. For a start, the borders have been removed to give the game a full screen. The characters are large and well detailed with all the character of the original. The sound is really nice too with a tunette here and there, and a continuous 'wakka wakka' sound when Pac moves.

Pacmania is a good game. There's no denying that. It's playable, fun, a bit on the easy side maybe, but fun nonetheless. The problem is, as an idea it's a bit outdated. Nostalgics might see things differently.

Tony Dillon

Pac, we need U 2 wrap.

Graphics 83%
Sound: 74%
Playability: 78%
Lastability: 62%

72%

Software© 1988 Accolade, Inc. All rights reserved.

Commodore 64/128 is a registered trademark of Commodore Business Machines, Inc. IBM is a registered trademark of International Business Machines, Inc. All screenshots taken from C64, except Rack 'Em (IBM PC compatible).

AY
HE
AME
OR
EAL!
OLADE™

THE ULTIMATE SPORTING ACCOLADE!

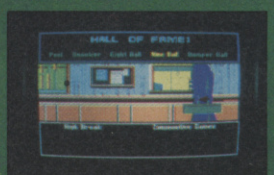
You don't just play the games in the Accolade Sports Series . . . **you live them.** Using graphic 3D animation techniques, our software designers have created the most stimulating sports simulations around.

The most realistic computer tennis game ever. Full tennis court 3D view, **great graphics**, and three levels of difficulty. Choice of grass, clay or hard court surface. Complete array of top-spin, slice, smash, lob, volley, forehand and backhand strokes.

SERVE AND VOLLEY

C64 cassette
£9.95
C64 disk
£14.95
IBM PC compatibles
£24.95

RACK'EM



A pool and snooker simulation following **real match rules**. Animated 3D views including superb overhead view for aiming. Choose the object ball, pocket, aim and shot power. Customise the game to your own house rules. Design your own **trick shots** and save the best to memory.

Licensed by Electronic Arts

ELECTRONIC ARTS®
Home Computer Software

Langley Business Centre
11-49 Station Road, Langley
Berks SL3 8YN
Telephone 0753 49442

There was only one way to improve the original.

Start again from scratch

Trivial Pursuit™

A NEW BEGINNING™

A whole new concept in playing the world's favourite game.

HORN ABBOT INTERNATIONAL

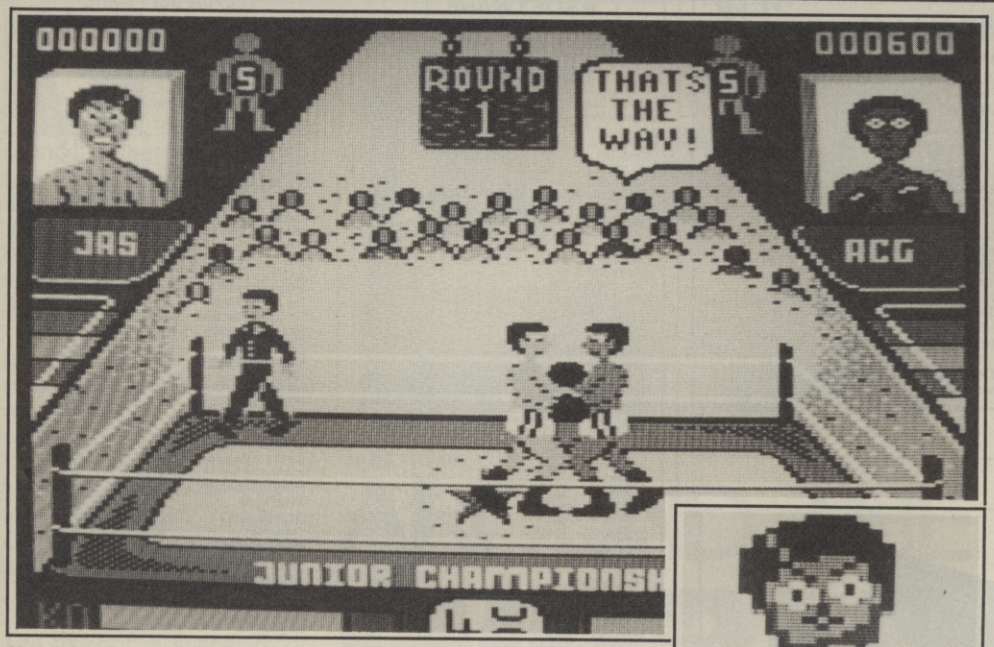
© 1988 HORN ABBOT INTERNATIONAL
TRIVIAL PURSUIT is a Trade Mark owned and licensed by Horn Abbot International Ltd.

Spectrum, Amstrad, CBM64, Amiga, Atari ST.

OXFORD DIGITAL

A DOMARK Publication

SOFTWARE MADE BY OXFORD DIGITAL ENTERPRISES



You fightin' or dancin'?

BY FAIR MEANS OR FOUL

Now that the Olympics is all over and the athletes have gone home — some sooner than others — it's time to get down to the real nitty gritty of what sport is all about. *By Fair Means or Foul* is a boxing simulation where anything goes. It's what most sportsmen and women, if they would only admit it, are all about — winning at any cost.

The dirty business in *By Fair Means or Foul* is all up front where the crowd (but not the ref) can see it. None of this surreptitious steroid stuffing months before the event, here we're more into the crafty knee in the groin, the innocent below the belt punch and the outrageously overt headbutt. No so much the Ben Johnson Academy of Artificial Additives as the Paul Davis School of Unarmed Combat.

You can do some serious violence on a friend if you happen to have two joysticks, otherwise you'll have to content yourself with beating the living daylights out of a computer opponent. The truly wicked might try opting for the two player game than beating hell out of an undefended oppenent while he stands there rooted to the canvas.

You can start off with Mild Martin who's not really all that mild, unless you call a swift kick in the nuts a bit of friendly fun. If you're any good you can take on Steady Eddie, Dirty Larry, Fast Freddy, Ronny Razor and Deadly Dan. The introduction screen gives you their vital statistics, plus a Lego-land style mugshot.

Before you actually get yourself into trouble, take a few shots in the practice ring where you can take it out on a punch bag on one side of the ring and a ball on the other. This'll help you get acquainted with the 16 moves that are available.

Once you're in the ring you won't have time to refer to the instructions. The bell goes for round one and your mean looking opponent is out of his corner and heading straight for you faster than a miffed Korean ring official.

The crowd are in an ugly mood and speech ballons saying 'get on with it' and 'ZZZZZZZ' rise from the seething mass. The ideal technique is to get in there, strike home with a few jabs and move off before you get hurt. That way you can keep up your energy bar and whittle away at your opponents bit by bit. You must keep up the attacks or his energy meter will gradually creep back up to full. At the end of the sixty seconds the player with the higher energy rating wins the round.

If you want to score a direct KO you'll have to play dirty (unless you are a very good clean fighter). The mark of a truly great dirty fighter is knowing when to throw the foul punch. A traffic light type indicator at the top of the screen helps. The little man shows green when the ref's not looking and red when a fouled punch would have you sent back to you corner (you can get off lightly in this game). So as soon as the green light shows, that's the time to go in with the vicious kicks, below the belt punches, your knees, head, anything you can really hurt him with.

As you have probably noticed from the screenshot, *Fair Means or Foul* can hardly be said to be pushing back the frontiers of 64 graphics. Why one boxer is purple (apart from possibly the side effects of all those synthetic substances) is a complete mystery.

The action is quite humourous — at first — but the novelty soon wears off. If *FMOF* is a winner, then it's by a poke in the eye, rather than a clean knock-out.

Ken McMahon

Superior Software
Price:
£9.95 cass
£11.95 disk

SOUND	21%
GRAPHICS	27%
LASTABILITY	34%
PLAYABILITY	45%

46%

WIN WITH COURSEMASTER

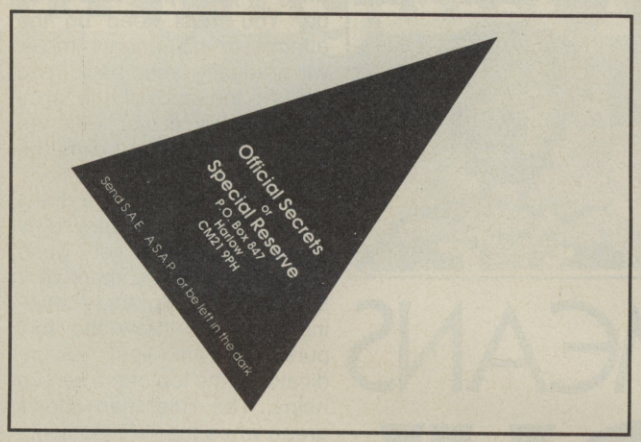
NEW

THE COMPUTER HORSERACING PROGRAMME

★ RATES ANY RACE IN SECONDS — DAILY NEWSPAPER IS ALL YOU NEED
★ NEVER out of date — Both N. Hunt and Flat — Fast data entry
★ AMAZING ACCURACY!! — Now you CAN BEAT THE BOOKIE!!
★ Works on the simple principle FAST HORSES BEAT SLOW ONES!!!
★ Clearly identifies selection in every race plus these AMAZING features:
★ First, Second and Third choice shown for Tricasts etc. Actually works out your WINNINGS on most popular bets in c PATENT, YANKEE, CANADIAN, HEINZ etc. Good EACH WAY and long odds bets clearly shown.
★ Will PRINT out your BETTING SLIP for you
★ Maintains a BANK ACCOUNT — BET like PROFESSIONALS do!
★ PLUS!! — THE AMAZING COURSEMASTER SYSTEM — Huge returns from small stakes. Try it! Can pay for itself many times over on the first day! Free "HOT TIP OF THE MONTH" sent to every purchaser.

All for £14.95 inc post & packing (Disc users add £2.00 for disc)
Available for Spectrum (48K and above inc. +3 disc version), Commodore 64 & 128, Sinclair QL, Amstrad, BBC, Electron, CPC and all PCW's. Please state which.

To **INTRASET LTD (Dept CU), FREEPOST 6, Gilderdale Close, Gorse Covert, Birchwood, Warrington WA3 6TH. Or large S.A.E. for further details**



VECTOR SOFTWARE
SPECIALISTS IN MAIL ORDER

SPECIALISTS IN MAIL ORDER

COMMODORE 64

Title	Cassette	Disc
19 Boot Camp	6.75	10.50
Action Service	6.75	10.50
Artura	6.75	10.50
Barbarian 2	6.75	
Bards Tale	6.75	10.50
Bards Tale 2	—	11.50
Bards Tale 3	—	11.50
Bionic Commandos	6.25	10.50
Cybernoid 2	6.75	10.50
Daley Thompson 88	6.75	9.50
Double Dragon	6.75	
Echelon	9.50	10.50
Eliminator	6.75	10.50
Empire Strikes Back	6.75	10.50
Fernandez Must Die	6.75	9.50
Fists and Throttles	9.50	10.50
Football Manager 2	6.75	10.50
Foxx Fights Back	6.75	9.50
F. Bruno Big Boxing	9.50	10.50
Game Set & Match 2	9.50	12.50
Gary Linekers Hot Shot	6.75	10.50
Gary Linekers Skills	6.75	10.50
GI Hero	6.75	9.50
Gold Silver Bronze	10.50	12.50
Guerilla War	6.75	10.50
Hawkeye	6.75	9.50
Heroes of the Lance (D&D)	6.75	10.50
Intensity	6.75	9.50
International Soccer	6.75	10.50
Lancelot	10.50	
Last Ninja 2	9.50	10.50
Leaderboard Collection	6.75	12.50
Live and Let Die	6.75	10.50
Netherworld	6.75	10.50
Night Raider	6.75	10.50
Outrun	6.75	9.50
Overlander	6.75	9.50
Peter Beardsley	6.75	10.50
Pool of Radiance (D&D)	6.75	10.50
Rambo 3	6.75	10.50
Red Storm Rising	10.50	13.50
Roadblasters	6.75	10.50
Sargon 3 Chess	—	13.50
Soldier of Fortune	6.75	—
Street Fighter	6.75	10.50
Super Sports	6.75	10.50
Target Renegade	6.25	9.50
The President is Missing	—	9.50
The Games (Winter)	6.75	10.50
Tiger Road	6.75	10.50
Tracksuit Manager	6.75	—
Typhoon	6.25	9.50
Ultima 5	—	13.50
Victory Road	6.25	9.50
Vindicator	6.25	10.50
We are the Champions	6.75	—

Advance Orders Accepted
Call 01-994 6477 and ask for VECTOR SOFTWARE (Office Hours) ENQUIRIES WELCOME

Dept. 5
VECTOR SOFTWARE
10 Baryleymow Passage
Chiswick, London W4 4PH

COMMODORE AMIGA

Price	
1943	16.50
Action Service	13.50
Alien Syndrome	13.50
Barbarian 2	13.50
Bards Tale	16.50
Bards Tale 2	16.50
Bionic Commandos	16.50
Carrier Command	16.50
Corruption	16.50
Double Dragon	13.50
Eliminator	13.50
Elite	16.50
Empire	16.50
Empire Strikes Back	16.50
Fed. of Free Traders	19.95
Fernandez Must Die	16.50
Ferrari Formula One	16.50
Football Manager 2	13.50
Gary Linekers Hot Shot	13.50
Helter Skelter	10.50
Heroes of the Lance (D&D)	16.50
Hot Shot	13.50
Interceptor	16.50
Lancelot	13.50
Leaderboard Collection	16.50
Legend of the Sword	16.50
Live and Let Die	16.50
Motorbike Madness	10.50
Netherworld	13.50
Night Raider	13.50
Overlander	16.50
Peter Beardsley	13.50
Pool of Radiance	16.50
Red Storm Rising	13.50
Roadblasters	16.50
Rocket Ranger	16.50
Sargon 3 Chess	16.50
Sentinel	13.50
Shoot Em Up Construction	16.50
Sky Chase	13.50
Starglider 2	16.50
Star Goose	13.50
Street Fighter	16.50
Summer Olympiad	13.50
The Games (Winter)	13.50
Tiger Road	16.50
Virus	13.50
Whirligig	13.50
World Tour Golf	16.50
Zynaps	13.50

Any titles which are not yet released when orders will be sent on day of release. No visitors please — we are a specialist mail order company.

All prices include VAT and P&P in the UK. Please add £1 to overseas orders for P&P. Add 50p to your order if you require recorded delivery (UK only). Please make Cheques/Postal Orders payable to VECTOR SOFTWARE. Orders normally dispatched within 24 Hours. Send SAE for free Price List — please specify machine.

STRATEGY

Reach for the Stars: 3rd Edition	£18.95
Carriers at War	£18.95
Europe Ablaze	£18.95
Battlefront	£18.95
Battles in Normandy	£18.95
Halls of Montezuma	£18.95
Rommel: Battles for North Africa	£18.95
Russia: The Great War in the East 1941-45	£18.95
Decisive Battles of the American Civil War: Volume One - Bull Run to Chancellorsville	£18.95
Volume Two - Gaines Mill to Chattanooga	£18.95
B-24	£19.99
High Seas	£24.95
Panzer Strike!	£24.99
Patton vs Rommel	£14.95
Shiloh: Grant's Trial in the West	£24.99
Sons of Liberty	£24.99
Wargame Construction Set	£19.99

ADVENTURE/ROLE-PLAYING

AD&D: Pool of Radiance	£24.99
Bard's Tale III: The Thief of Fate	£16.95
Wasteland	£16.95
Wizardry II: Knight of Diamonds	£29.99
Legacy of the Ancients	£16.95
Might and Magic	£24.99
Questron II	£19.99
Phantasie III: The Wrath of Nikademus	£19.99
The Eternal Dagger (Wizards Crown II)	£19.99

SIMULATORS

Red Storm Rising	£19.95
Project Stealth Fighter	£19.95
Thunderchopper	£24.99
Up Periscope	£24.99
Flight Simulator II	£29.95
Jet	£29.95
Flight Simulator II Scenery Discs:	
No. 7 - Washington to Miami	£19.95
No. 11 The Great Lakes area	£19.95
"Western European Tour"	£19.95
Japan - Tokyo and Osaka	£19.95

ANY TWO SCENERY DISCS - £29.99

COMING SOON:

C-64/C-128
Deathlord (Electronic Arts)
The Mars Saga (Electronic Arts)
Neuromancer (Electronic Arts)
Ultima V: Warriors of Destiny (Origin Systems Inc.)
Red Storm Rising (Microprose)
Decisive Battles of the Napolenoic Wars (SSG)

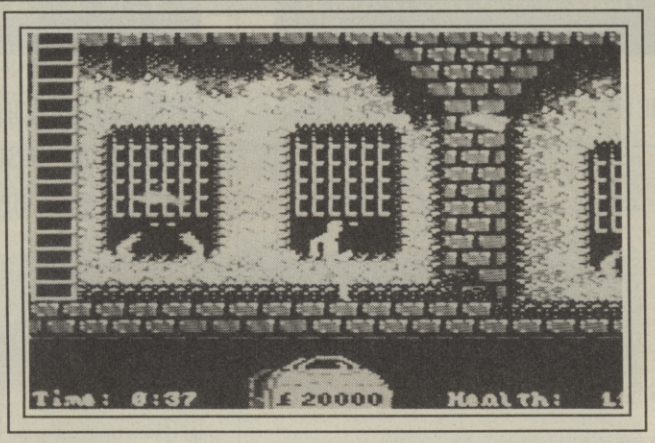
Amiga:
Earl Weaver: Commissioner's Disc (Electronic Arts)
Battle Chess (Electronic Arts)
Elite (Firebird)

AMIGA TITLES

Ferrari: Formula One	£24.95
F/A-18: Interceptor	£24.95
Empire	£CALL
Breach	£35.00
Breach Scenario: The Serayachi Campaign	£20.00
Paladin	£35.00
Gettysburg: The Turning Point	£29.99
Bard's Tale II: The Destiny Knight	£24.95
Earl Weaver Baseball	£24.95
World Tour Golf	£24.95
Shadowgate	£24.95
Flight Simulator II	£29.95
Jet	£29.95
FSII: "Western European Tour" Scenery Disc	£19.95
FS II Japan Scenery Disc	£19.95
Whirlygig	£19.95
Carrier Command	£24.95

STRATEGIC PLUS SOFTWARE

P.O Box 8, Hampton, Middx TW12 3XA
Tel: 01 979 2987



The 64 version.

AROUND THE WORLD IN 80 DAYS

Yes, now you too can have the chance to explore all the sights and sounds of the mid 19th century globe, for you are none other than the hero of Jules Verne's lighthearted book — Phileas Fogg, scientist, explorer, flounderer, drunkard and cad.

Whilst collapsed in a semi-paralytic stupour one night, you made a small (£20,000) wager with a friend that you could circumnavigate the world in under 80 days. Just you and your little French friend Paspatous. You leave England for Paris, and your adventures begin.

Around The World in 80 Days sadly, isn't very exciting. The thought of spending 2½ months doing what you can now do in under 24 hours doesn't sit comfortably in my mind. Not to say that the game is based on poor subject matter. It's simply that the game is based merely on four subgames, each supposedly showing part of his journey.

Not that Phileas even makes an appearance in the game. It's all seen through the eyes of Paspatou.

The main part of the game is basically a view of a map of the globe, and a small white dot showing the location of our heroes. Dotted around are various pieces of information showing the date, form of transport, how much money is left, and the four action icons. These are 'Bribe', give the pilot/driver/rower money to make him go faster; 'Cards', which you play to win money, 'Play', which takes you directly to the next subgame, and 'Pause'.

The first of the subgames is a gentle jaunt through an Indian jungle and into an underground temple. Later subgames include acrobat hurling in Japan and bank robber avoiding in London.

The subgames are viewed side-on, much in the mould of *Rolling Thunder*. The game 'scrolls' (I use the term in the loosest sense of the word, it actually flip-scrolls and very badly too) from left to right, occasionally up and down, and pits you against various nasties. In the first one, you are pitted against tribal natives which you attack with exploding spears. Later on you kill birds, rats, and the guy who makes all the irritating background flute noises. Yes, that is something that I can say is OK, the sound effects. Though not the best I've heard, they are quite atmospheric, though they can't save this game.

Gameplay is almost non-existant; the controls are slow and unresponsive, and as for the time it takes to fire, you're better off trying to avoid things.

A weak attempt after *Into The Eagle's Nest*.

Tony Dillon

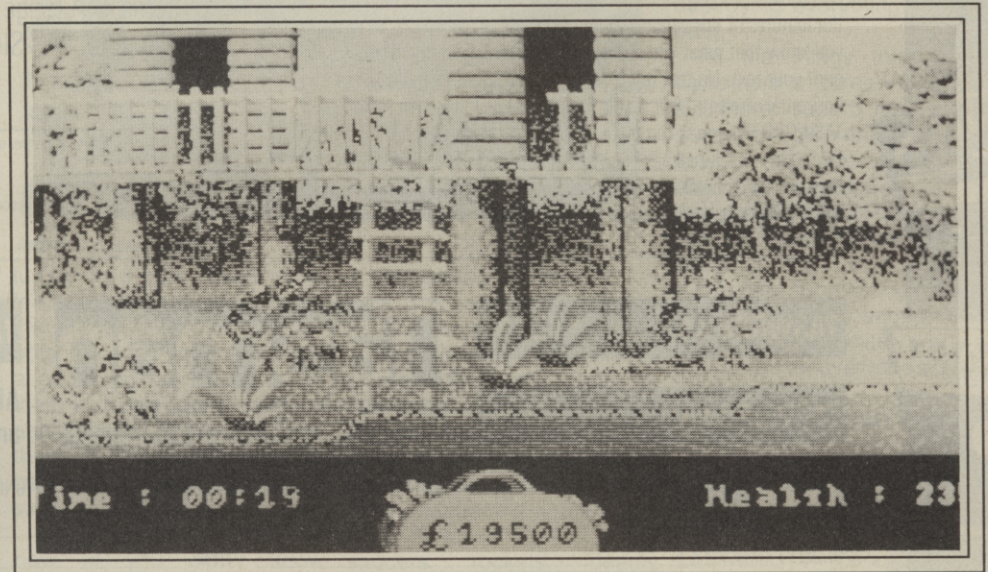
64 £8.95 cass only

The 64 version of *ATWIED* (sounds like a reggae band) features all the same screens and subgames of the Amiga version, and thankfully has dropped the flip scroll format and turned into a smooth scroller. The graphics, however, are equally bad and the sound is terrible. It's also marred by extremely long multi-loading times. Avoid.

SOUND:	**27%**
GRAPHICS:	**45%**
LASTABILITY:	**38%**
PLAYABILITY:	**51%**
OVERALL:	**46%**

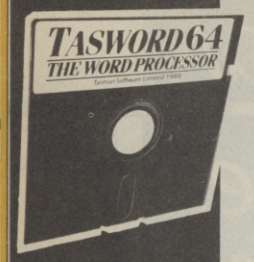
SOUND	**68%**
GRAPHICS	**34%**
LASTABILITY	**24%**
PLAYABILITY	**26%**

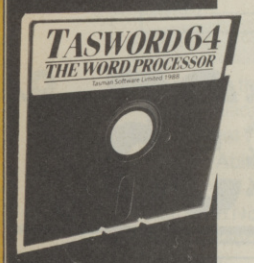
35%



The Amiga version is undermined by poor animation and flip screens.

Pandora
Price: £19.95





TASWORD 64

THE WORD PROCESSOR

With 80 characters per line on the screen!

```
S. H. Stevenson                                  Mr John Davies
22 Highland Court                                17 Headyard Road
Pitmerton                                        Tannock
Lanes LA2 6L                                     Sussex TN3 1TE

28th December 1985

Dear John,

Thankyou for your letter of 12th December concerning our trip to France in the
new year. I think that your suggestion of our flying out together from
Birmingham is a good idea. It's roughly the same distance for each of us to
drive and if there are any flight delays we can at least finalise some of the
details over a coffee.

Let's meet at the check in desk at about 4.00p.m. If Jane finds that she can get
the time off work then please let me know straight away and I'll book another
seat on the flight.

I hope you don't mind me reminding you to make sure that you have your passport
when you leave home! We don't really want a repeat of the last time when the
Line  1|Col  1|R/J on |W/W on | Insert off| Paging on | f3 for help | normal
```

" Tasword is a pretty unique product. It's 80-column display is well readable and backed up by a well thought out program that really can hold its own in professional use." **Commodore User**

```
T A S W O R D   6 4        H E L P   P A G E
-----------------------------------------
                CURSOR CONTROL
Δ↑  start of text      Δ*  end of text
Δ[  start of line      Δ]  end of line
f1  scroll up          f7  scroll down
Δf1 fast scroll up     Δf7 fast scroll down
Δ<  word left          Δ>  word right
HOME top of display    Δ0  40/80 columns
-----------------------------------------
            FORMATTING COMMANDS
Δ0  move text left     ΔE  move text right
ΔW  centre line        ΔU  hard justify
ΔK  justify line       ΔL  unjustify line
ΔJ  justify para
-----------------------------------------
                SWITCHES
ΔP  paging    on/off   ΔH insert    on/off
ΔG  wordwrap  on/off   ΔF Justify   on/off
-----------------------------------------
            TEXT FILE COMMANDS
ΔRETURN for save/load/merge/print/clear
-----------------------------------------
 Δ = CTRL    f3 for more help   ♥ = SHIFT
  Press RETURN to get back to text file
```

TASWORD the highly acclaimed word processor is available for the Commodore 64. Eighty characters per line on the screen is just one of the features of this versatile program. With an eighty character display you know that what you see is what you are going to get when you print your text. No text reformatting before printing and no need for horizontal scrolling. Your text is printed just as it looks on screen. TASWORD 64 comes complete with a quality manual and TASWORD 64 TUTOR which teaches you word processing using TASWORD 64. By combining power and versatility with a remarkable ease of use, TASWORD 64 is the complete word processor for the Commodore 64.

TAS-SIGN 64

THE SIGN MAKER

Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact.

- A selection of distinctive lettering styles
- Characters at any height from one inch to the full width of the paper
- Italic printing
- Underlining
- Constant or proportional letter spacing
- Automatic kerning
- Line centering
- Eight shading patterns
- Print either across the paper or along the length of the paper to produce large eye-catching banners and notices
- Print a border around the sign in one of the optional shading patterns
- A range of options to select print quality.

Please note: TAS-SIGN 64 is supplied on, and only runs on, disc.

Tas-sign drives nearly all dot-matrix printers including those made by:

Admate	Canon	Kaga-Taxan	Seikosha
Amstrad	Citizen	Mannesmann Tally	Shinwa
Astech	Commodore	NEC	Smith Corona
Brother	Datech	Newbury	Sord
C. Itoh	Epson	Panasonic	Star

TASWORD 64 cassette **£24.95**

TASWORD 64 disc **£24.95**

Tasman

PERFECTION IN PROFESSIONAL SOFTWARE

Springfield House, Hyde Terrace, Leeds LS2 9LN. Tel: (0532) 438301

TAS-SIGN 64 disc **£24.95**

All prices include VAT and post and packaging

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT CU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____ Expires _____

NAME _____ ITEM _____ PRICE

ADDRESS _____ £ _____

_____ £ _____

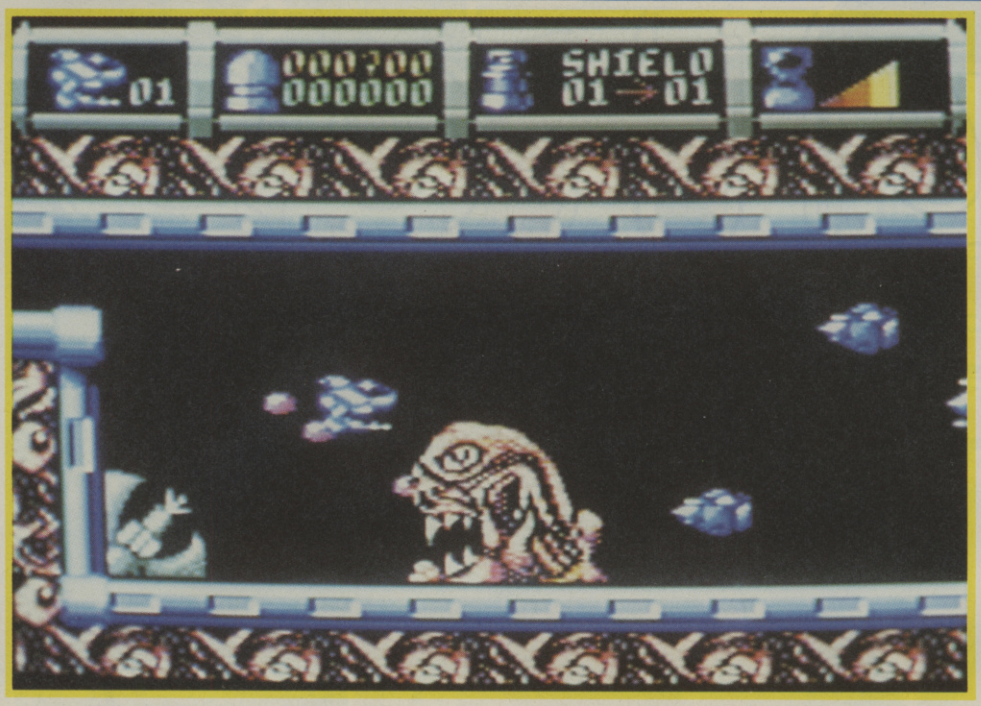
_____ £ _____

Outside Europe add £2.00 per item airmail. £ _____

Telephone Access/Visa orders: Leeds (0532) 438301 ACCESS VISA TOTAL £ _____

Please send me a FREE Tasman brochure describing your products for **Commodore 64** ☐ IBM/Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ ZX Spectrum+3 ☐ ZX Spectrum 48K/128K+2 ☐ Dept CU,

Overseas: The following distributors of Tasman products may be contacted for the address of local suppliers. Many products are supplied in translated form. FRANCE & SWITZERLAND Semaphore Logiciel La Plaine CH 1283 Geneva. NORWAY Kellydata Postboks 192, 1371 Asker. PORTUGAL Infornova Campo Grande 28 4 A 1700 Lisbon. NEW ZEALAND Software Supplies PO Box 865 Christchurch. GERMANY Profisoft Sutthauser Str. 50-52 D 4500 Osnabruck. RSA Spectra Rentals PO Box 2733 Johannesburg. BENELUX Filosoft PO Box 1353 9701 B Groningen. AUSTRALIA Dolphin Computers Unit 2, 7 Waltham Street Artarmon NSW 2064.

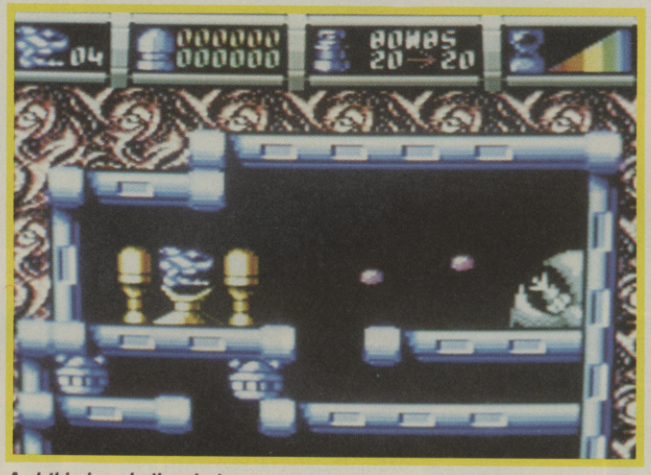


Could be call for a shield here.

CYBERNOID 2

Raffelle Cecco's *Cybernoid* was a big enough hit with the CU crew last May when it was released on the 64 and earned Hewson a Screen Star. Not surprising then that they should follow it up a mere six months later with the sequel, or rather *The Revenge* to give it its proper subtitle.

At first glance *Cybernoid II* doesn't look at all that different from its predecessor. The bad news is that several glances later I was still thinking the same thing. The plot yields no surprises: the pirates have returned in a new, even more fearsome battlestar to plunder the Federation storage depots. Because you made such a good job of getting rid of them last time you have once again been chosen to see them off and recover the cargo. In other words, more of the same.



And this is only the start.

You'll have gathered by now (if you didn't know already) that a lot of shooting, bombing and dodging goes on in this game. The thing is set in a sort of post-Chernobyl Kew Gardens landscape filled with ugly looking plant life. The plants spit deadly blobs at your cyber craft but they don't go that fast and would be easily dodged were it not for the hundred and one other things happening at the same time. A whole host of flying saucers, rockets, deadly snowflake thingies and the like, plus, of course, the alien ships chase after you and destroy your craft at a touch (you start with four).

Apart from the different screen layout the most noticeable enhancement to this new version is the extended array of weaponry you are provided with. There are now seven keys to scramble for desperately if you want to avert death. The old stuff is still there — plain bombs, bouncing bombs and enemy-seeking missiles, as well as the trusty shield (not *that* trusty actually, as it always gives out when you least expect and most need it). Additional armament comes in the form of time bombs, a smart bomb and the absolutely brilliant tracer missiles which scoot round the edge of the screen destroying everything in their path.

All the things that made *Cybernoid* a Screen Star are still there: superb music and sound effects, really brilliant flowery graphics and gameplay that requires a bit of thought and a lot of concentration, not just a sharp trigger finger. I don't think there's much here for existing *Cybernoid* players, not enough has changed, but definitely worth a look as far as everyone else is concerned.

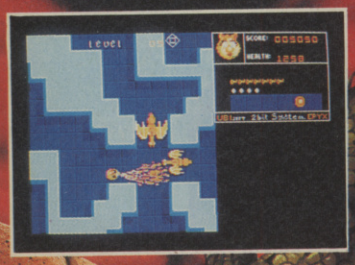
Bohdan Buciak

Hewson
Price
£9.99 cass
£14.99 disk

SOUND	65%
GRAPHICS	88%
LASTABILITY	76%
PLAYABILITY	85%

82%

PUFFY'S SAGA



Screenshot on ST

Screenshot on ST

Screenshot on ST

An arcade-style strategy game with an addictive game play and two irresistible characters.

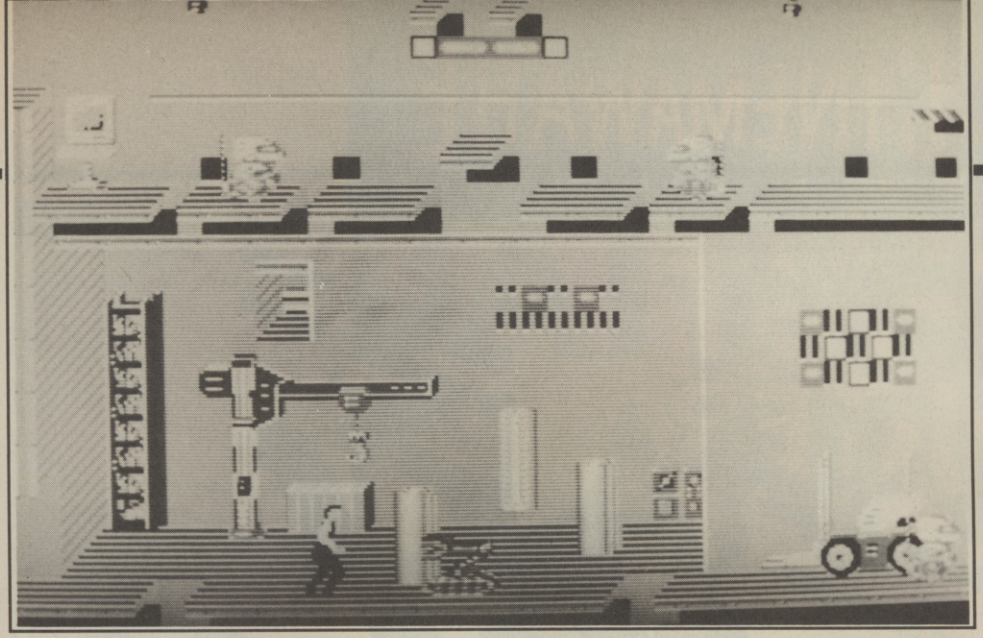
You are Puffy... Your girlfriend is called Puffyn and you are both trapped in an Alien World. Your only chance of survival is to solve a great number of clues.

GOOD LUCK !

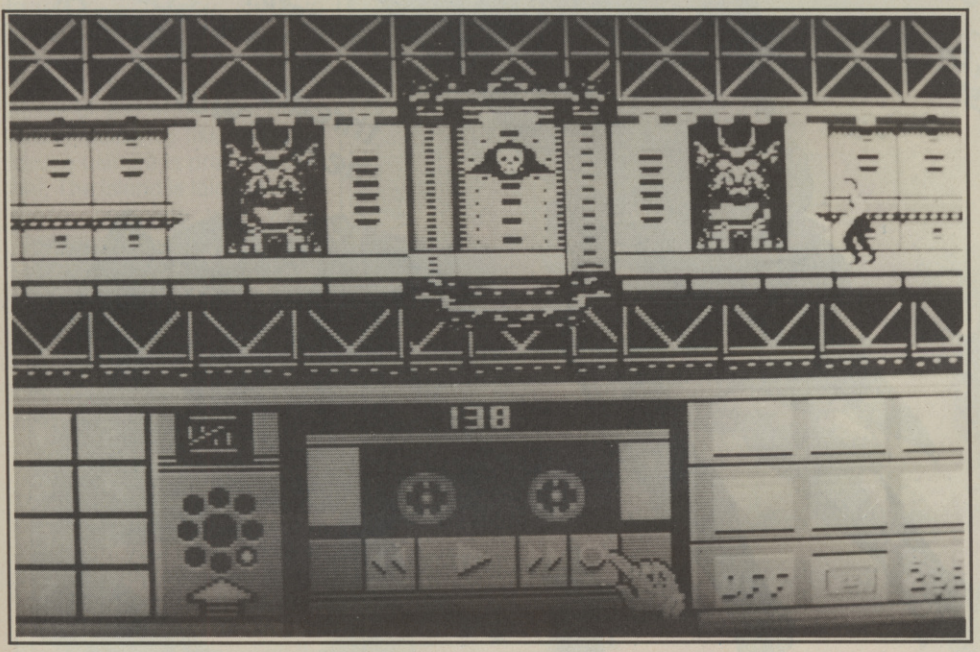
Available on Amiga, ST, PC, Amstrad and C 64 Disc and K7

Distributed in the UK by
ELECTRONIC ARTS, 11-49 STATION ROAD, LANGLEY, BERKS SL3 8YN
TEL. : SLOUGH (0753) 46465 - DEALERS PLEASE CALL : (0753)40906.

UBI Soft



This review will now self-destruct



IMPOSSIBLE MISSION

2

Epyx
Price: £19.99

Evil Elvin Atombender is back. Still miffed after losing out on a computer high score, and then having his plot to destroy the world foiled by special agent 4125, he's holed up in an even stronger fortress, with more deadly robots, guards, trap doors and an even more fiendishly designed maze.

The recently released sequel to *Imp Miss,* was not as good as its predecessor, and this also goes for the Amiga version. Which is a shame, because despite the Amiga's extra capabilities, the animation, speech and gameplay are all much weaker.

You're required to collect and assemble the three digit pass codes to enable agent 4125 to gain access to Elvin's tower. Inside he has to collect several musical sequences. Once he's gathered them all he has to form the correct tune, which then allows him to pass onto Elvin's central tower to find the main control computer and use it to disarm the missile launch codes. No mean feat.

The room design remains almost unchanged, though a few modifications have been added: walls block your path and in addition to the up/down elevators there are other platforms which move horizontally. Instead of using computer passes to reset the lifts, or disable the robots, now the terminals can be used to switch on electric lights, arm a time bomb (which is then placed by the agent to blow up a safe) or arm mines which explode on contact with anything, including your agent.

Even the robots have been re-styled — they're far more deadly than in the previous game. *Minebots* run round on the lifts, totally cocking up any lift strategy you might have worked out; *Bashpots* attempt to push you off the nearest platform or out of a room; and *Squatbots* can be used as spring boards if you land on them properly.

The final room is a complete nightmare, with every type of robot and trap. But there are security terminals so you can use any passes that have been collected.

If you have ever played *Impossible Mission* on the 64 it could be that you'll be very disappointed with this, but it's still a good challenge if you discount the reputation it has to live up to.

Mark Patterson

SOUND	54%
GRAPHICS	58%
LASTABILITY	69%
PLAYABILITY	68%

66%

CINEMAWARE

PRESENTS

ROCKET RANGER

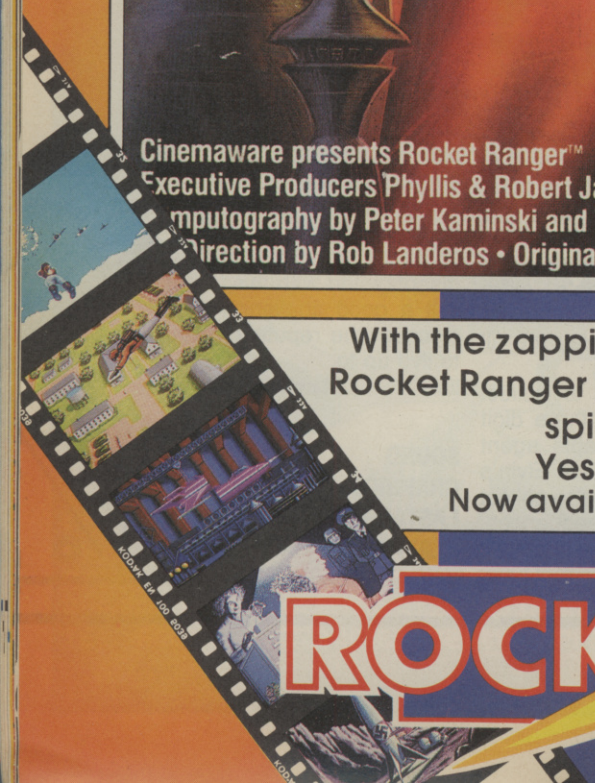
Only YOU can stop the Interplanetary Spread of Jet-Propelled NAZI FACISM!

SEE THE BEAUTIFUL YOUNG DAUGHTER OF A FAMOUS SCIENTIST— HELD CAPTIVE BY A GANG OF GODLESS GOOSESTEPPERS!

A Master Race from Outer Space threatens the Fate of the Free World!

MIRROR Soft

Cinemaware presents Rocket Ranger™
Executive Producers Phyllis & Robert Jacob • Produced by John Cutter • Directed by Kellyn Beck
mputography by Peter Kaminski and Tom McWilliams
irection by Rob Landeros • Original Score Composed by Bob Lindstrom



With the zapping of ray guns and the cries of Zombie Women Rocket Ranger brings back all the action, romance, thrills and spills of the Saturday morning serial!
Yes Rocket Ranger has arrived at last.
Now available for the *Amiga £24.99* and *C64 (Disk) £14.99*

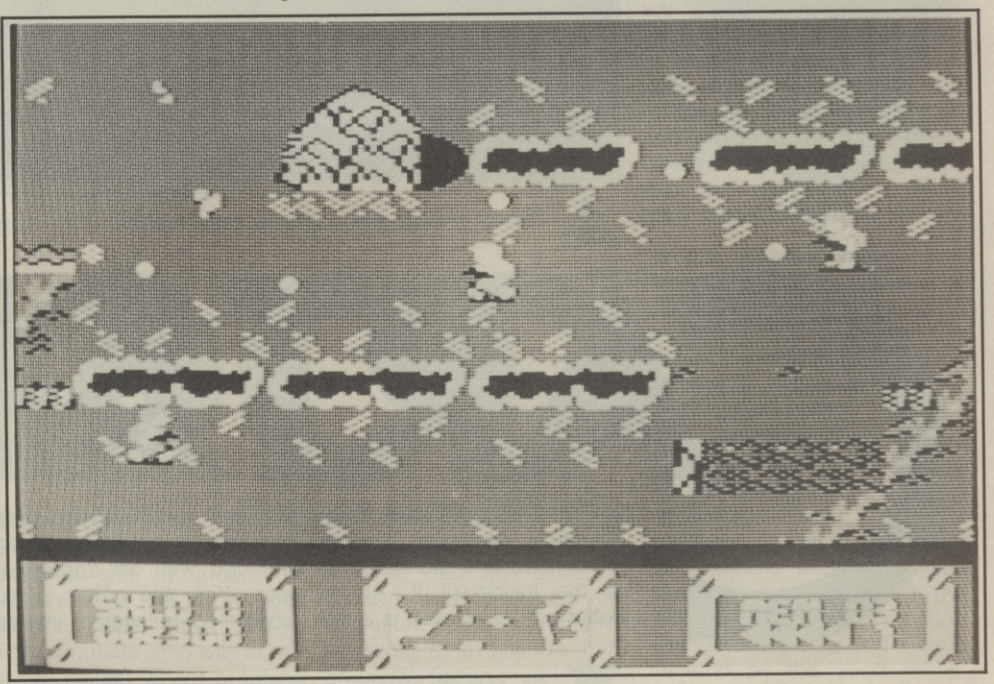
ROCKET RANGER

Headway House, 66-73 Shoe Lane, London EC4P 4AB Tel: 01-377 4645 Fax: 01-583 3494 Telex: 265451 MONREF G Attention: GAM007

Screen Scene

BATTLE ISLAND

A Commando *clone or something more sinister? Turn to The Last Word . . .*



To be blunt, the authors of this game are asking a bit much. They've charged you with the task of storming a hostile Pacific island single handed, destroying a neutron beam located in the middle, collecting the constituent parts of a bridge to get there, rescuing hostages imprisoned in four locations and, if you have time, doing away with as many of the defending forces as you can — and all before lunch too.

Battle Island is so large, it takes up more than 300 screens. Since your job is to cover almost every inch of it, Novagen have thoughtfully provided you with a map. Now those of you who detest maps aren't going to like this, because using it is pretty essential. The island is laid out like a maze, complete with walls, fences, gun emplacements, gates which automatically open and shut and a number of installations that you must visit.

The map shows you where the eight constituent parts of the bridge are, which you must acquire to cross the moat and gain access to the neutron beam placement at the centre of the island. The problem is that from your start position, there is only one way to get round the island and you must collect bridge parts in the order they're numbered on the map. Not surprisingly, collecting all eight involves a scenic trip around the whole island. The four installations where hostages are held captive are also clearly marked. These must be raided too.

You get a 'helicopter' view of the island and as you move, the scenery scrolls smoothly in all four directions — very impressive. You're equipped with only a gun that fires what looks like pingpong balls and a limited number of smart grenades. But you can get more blasting power by picking up various items along the way.

For example, picking up the tommy gun icon gives you more firepower, whilst the shoes make you move quicker. There are also a few 'energy' emplacements which give you more lives. By the way, these aren't marked on the map so you'd better keep your eyes peeled.

You can also gain protection against the enemy's bullets by acquiring a shield. The process works like this: do away with enough nasties and a star appears. Gathering the first three steadily increases your firepower whilst the fourth gives you a temporary invincibility shield. The shield works just fine until you lose a life, and then you're back to basic weaponry.

Graphically, *Battle Island* is little different to *Commando* and its clones. But it does give you some variation in scenery, vast expanses of chequer board squares, electrified fences, a realistic coastline etc. And the installations are clear and easy to spot. Each one is entered by a gate that opens and shuts automatically as soon as you stand in front of it. Sound is OK. You hear various nasties before they appear, like the trundling tanks or the whistling grenades.

Since there's so much looking at the map to be done, a Pause key is thoughtfully provided. You'll use this often to get your bearings. For a quicker idea of where you are, you can glance at the middle one of three panels at the bottom of the screen. This shows your location on the map and the location of the nearest bridge part. The left panel shows your score and the number of smart grenades left, whilst the right panel displays your lives situation.

Battle Island is by no means original but it does provide many hours of strategic blasting, though the cheapo graphics and feel may detract too much for the perfectionists among you.

Bohdan Buciak

Novagen
Price:
£9.95 cass
£14.95 disk

SOUND	41%
GRAPHICS	39%
LASTABILITY	46%
PLAYABILITY	42%

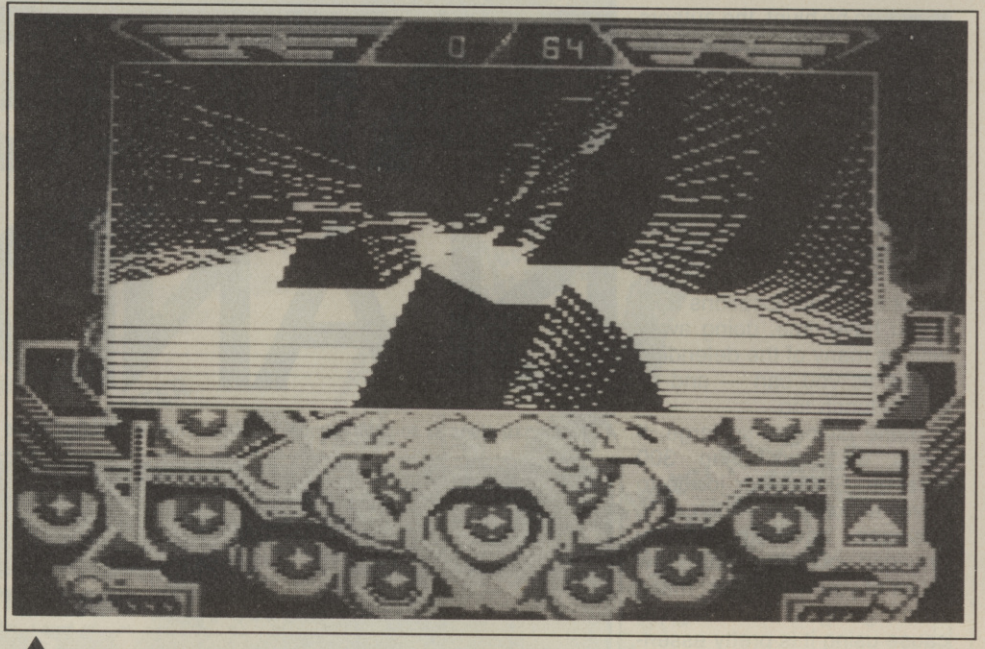
43%

CAPTAIN

Captain Blood is to the 64 games market what a breath of fresh air is the morning after a beanfeast. The easiest way I can describe it is as an adult space adventure. Now, by the word 'adult' I don't mean that it contains matter that is morally unsuitable. I mean that it's a game that requires a lot of thought, patience and a great deal of time. (Even so, the game is French, so expect a naked lady at some stage).

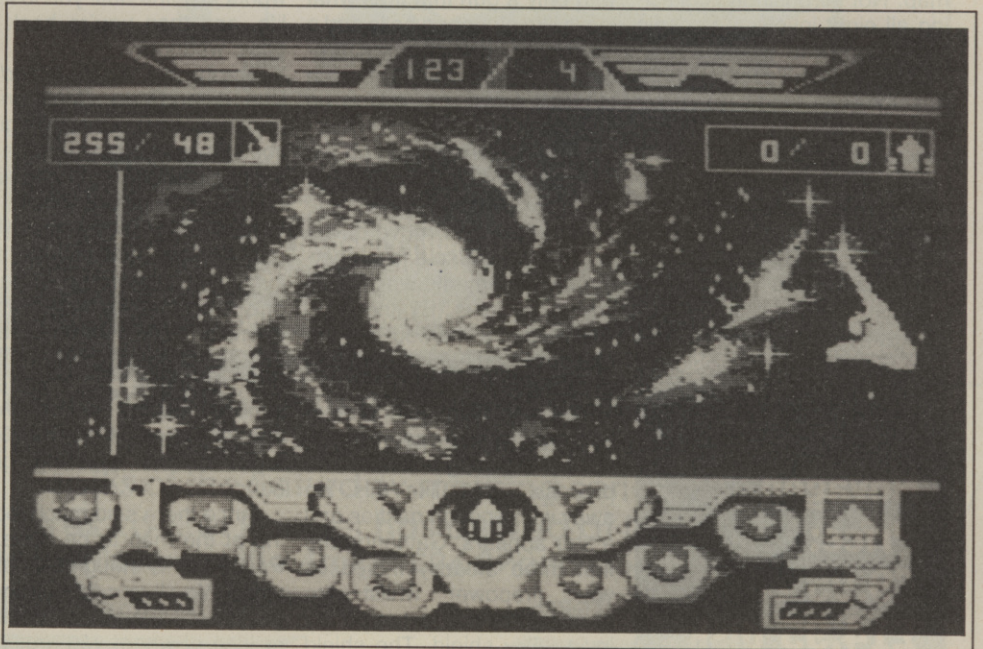
From what I gathered of my brief glimpse through the novella accompanying the game, the Captain Blood of the title is some sort of alien captain who has the gift of immortality, provided he has enough life juice — unfortunately, he's run out. You take control of him 45 hours (real time!!!) before his impending doom and have to find your way around the 32,768 different planets dotted around the galaxy in search of intelligent life forms that may be able to give you clues to the whereabouts of the life force so vitally needed.

The entire game is controlled from the flight deck of the Captain's spacecraft and you are treated to a glorious view of the inside of it. At the bottom of the screen is a row of 'eyes' and each one opens in a specific situation presenting you with an appropriate icon. Yes, the game is icon controlled, but wait till you see the pointer. Look at the screenshot somewhere on this page. See that grisly thin worn bony arm with the gnarled finger at the top?

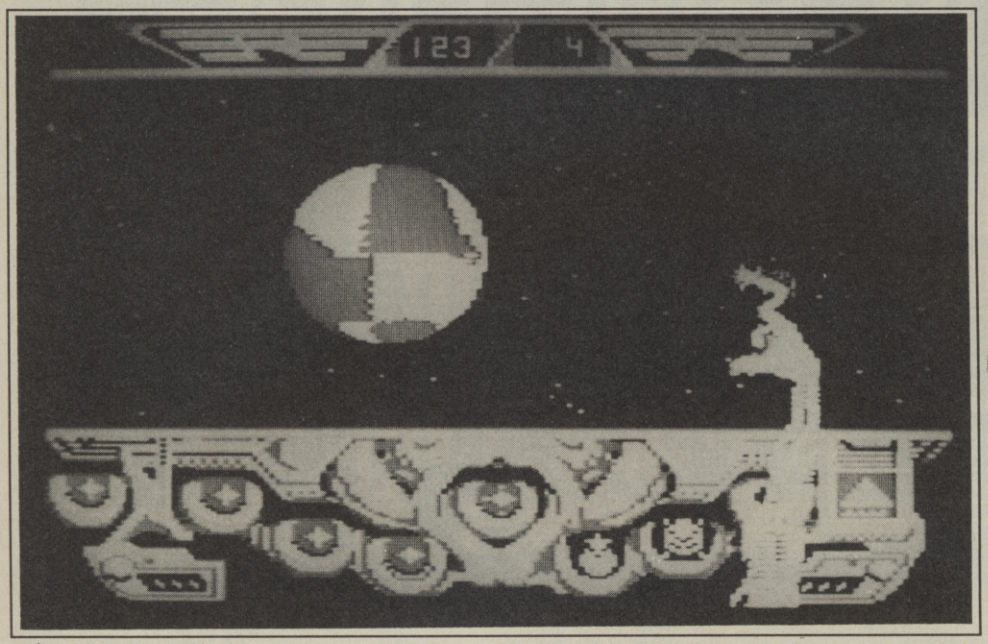


The end of the canyon — and not a soul in sight.

E.T. phone home.



Infogrames
Price:
£9.95 cass
£14.95 disk



Doesn't he know it's rude to point?

C U SCREEN STAR

BLOOD

That's it.

From around the flight deck, you can call up various screens. For example, if you have beamed up a creature then you can deposit it on another planet or simply disintegrate it, all at the point of a digit. You can call up an outside view of the planet you're orbiting and then blow it up or send down an Ooorx. (*An Ooorx?! — Ed*) Yes, an Ooorx. Finally, you can pull up a starmap and select another planet to fly to, but baby this knocks the socks off the galactic maps in *Elite*.

So, you've got to your planet and you're dying (no pun intended) to get down their and have a closer look. What now? Well, this is where the Ooorx comes in. Described by the authors as (to be read in a disgustingly 'Allo-allo' mickey-take of a French accent) 'missile-fish'. What it does is desend to the planet in question and fly around in search of life, all under your control. Done rather like a flight simulator, and with some of the fastest vector graphics I've seen on the 64, all the mountains, valleys, canyons etc are portrayed in glorious outline-o-vision, and dead effective it is too.

The life I spoke of earlier is found (if there is any) at the end of a long canyon which every planet has. This has to be found and negotiated whilst avoiding walls and missiles. Some of the planets have defence systems and the only thing you can do when you see a missile coming at you on your scanner is to cut all speed and drop down low until the missile passes.

When you reach the end of the canyon, the Ooorx automatically slows to a halt, and then the computer fills in the vectors, so you end up with a very lunar looking picture. If you're lucky, a being will now pop up and start a conversation. This is where it gets tricky.

As in real life, there's a knack to having a good conversation. The only problem in speaking to an alien is that it probably doesn't understand English, so it's out with the handy translator. As the alien speaks, a row of icons appear at the bottom of the picture, rather like subtitles, and it's by running your finger along these that you decode exactly what the alien is saying. Then, when you've discovered what it wants, answer back by selecting icons from a scrollable display at the bottom of the screen.

One of the things I haven't mentioned yet — since most people will have already spotted it on the screenshots — is just how attractive the game is. From the beautifully defined interior of the ship, to the incredibly effective planets right down to the cute and loveable aliens, there is very little that hasn't been converted directly from the 16 bit versions.

Sound is great too, with atmospheric thrusting noises during hyperspace and the Ooorx flight, not to mention the various grunts and moans emitted by the alien forms.

Definitely one of the closest conversions ever, this is deserving of any 64 owner's attention.

Tony Dillon

AMIGA £24.95

The scenario will be the same as all the other versions, but Infogrames tell us the Amiga version will use the full capacity of the machine by providing more and better sound effects and classier graphics, particularly in the destruction of the planets. It's due for release on Oct 20th.

SOUND	75%
GRAPHICS	91%
LASTABILITY	80%
PLAYABILITY	88%

90%

MICROSNIPS LTD

DEPT. COMMODORE USER — 37 SEAVIEW ROAD • WALLASEY • MERSEYSIDE L45 4QN

COMPUTERS

COMMODORE 128D BUILT IN 1571 DS DISC DRIVE...£399.00
COMMODORE AMIGA PACK...£399.95
COMMODORE PC-10 RANGE, NOW IN STOCK...P.O.A.

SENSATIONAL HOLLYWOOD PACK

COMMODORE 64C HOLLYWOOD PACKAGE Inc. Rambo, Miami Vice, Platoon, Great Escape, Top Gun, Trivial Pursuit, Blockbusters, Bullseye, Krypton Factor, Every Second Counts (plus chance to win dazzling Disney World Holiday) Quickshot II, Joystick + C2N Datarecorder

£149.95
bought individually £250.00

HARDWARE

1541C DISC DRIVE (FOR C64/128)...£169.95
1571 DS DRIVE FOR C128...£199.00
1581 3½" DISK DRIVE C64/128...£199.00
CBM CENTRONICS LEAD/SOFTWARE...£19.95
CITIZEN 120D (COMMODORE) PRINTER...£199.95
EXCELLERATOR DISK DRIVE+FREEZE MACHINE...£169.95
PANASONIC KX-P1081 PRINTER (CENTRONICS)...£179.95
STAR LC10 (COMMODORE) PRINTER (MONO)...£229.95
STAR LC10 (COMMODORE) PRINTER (COLOUR)...£279.95

MONITORS

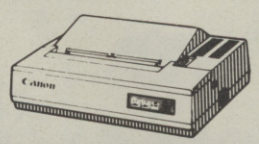
MED RES PHILIPS COLOUR...£249.95
PHILIPS MODEL 80 COMMODORE MONO INC. LEAD £99.95
STANDARD RES PHILIPS COLOUR...£199.95

UTILITIES

	Tape	Disc
ART STUDIO	£12.95	£15.95
GRAPHIC ADVENTURE CREATOR	£18.95	£22.95
INSTANT MUSIC		£11.95
MINI OFFICE II	£12.95	£16.95
PRINTSHOP		£32.95
PRINTSHOP COMPANION		£24.95
TASWORD		£16.95

ACCESSORIES

ALTAI C64/128 RECORDER...£24.95
CMB DATACORDER...£39.95
C64/128 ADAPTOR FOR ANY RECORDER...£19.95
C64/128 DISC DRIVE/PRINTER CABLE...£3.99
COMPUTER TV LEAD (2m)...£1.99
DISC NOTCHER...£4.99
BOX 10 5¼" 3M DSDD...£9.95
PRECISION (10) BRANDED DISCS...£7.99
64 C REPLACEMENT CASING FOR OLD 64...£19.95
LOCKABLE DISC BOX (HOLDS 120 5¼")...£10.95
HEAD ALIGNMENT KIT (SPECIFY MODEL)...£7.95
VIC 20 UHF MODULATOR...£14.95
MPS 801 RIBBON...£3.99
MPS 803 RIBBON...£3.99
STAR NL 10 RIBBON...£5.99
CITIZEN 120D RIBBON...£4.95
DATEL MOTHERBOARD...£16.99
CBM64/VIC PSU...£24.95
DOLPHIN DOS 64...£69.95
DOLPHIN DOS 128...79.95
FREEZE MACHINE...£24.95
DATA SMART CART...£29.99
USER PORT RESET SWITCH...£5.99
C64 VIC LUXURY COVER...£6.95
1541/1570 DUST COVER...£4.99
CBM 64C LUXURY COVER...£6.99
CBM 128 LUXURY COVER...£6.95
STOP PRESS–AMX C64 MOUSE...£69.95
KONIX SPEEDKING JOYSTICK...£11.95
MACH 1 JOYSTICK...£13.99
NEW RAM MICROSWITCHED JOYSTICK...£9.95
MICROBLASTER...£8.95
HANDBLASTER...£6.95



SOFTWARE – TAPE

ARCADE FORCE 4...£9.95
AROUND THE WORLD IN 80 DAYS...£8.95
BAD CAT...£9.99
BARBARIAN II...£9.99
BATTLE ISLAND...£9.99
CHUBBY GRISTLE...£9.99
DESOLATOR...£9.99
GOLD SILVER BRONZE...£14.99
GREAT GIANA SISTERS...£9.99
HOT SHOT...£9.99
INTENSITY...£9.95
MARAUDER...£9.99
NETHERWORLD...£9.99
STREET SPORTS BASEBALL...£9.99
1943...£9.99
'19' BOOT CAMP...£9.99

SOFTWARE – DISC

ALIEN SYNDROME...£9.99
BARDS TALE 3...£16.95
GARY LINEKAR SUPER SKILLS...£9.99
HELL & BACK...£9.99
HAWK EYE...£9.99
HERCULES...£14.99
INTENSITY...£12.95
PAR 4 LEADERBOARD...£17.95
PANDORA...£12.95
RED STORM RISING...£19.95
SALAMANDA...£8.95
SHACKLED...£9.99
SKATE CRAZY...£9.99
SONS OF LIBERTY...£24.95

DEDUCT 20% OFF SOFTWARE PRICES

Personal callers welcome – Mail order prices on production of advert.

LOMBARD CREDIT CHARGE
LICENSED CREDIT BROKER

MAIL ORDER PRICES TO PERSONAL CALLERS PRODUCING ADVERT

Postage and Packing
Under £50 add £2.00 Under £100 add £5.00
Over £100 add £10 Courier Deliver
Europe – Full price shown covers carriage.
Non-European add 5%.
Visa Mastercharge Postgiro International accepted
***NOT* Postbalk Postcheque**

FREE
SOFTWARE & ACCESSORIES LIST WITH FIRST ORDER
PROBABLY THE LARGEST RANGE OF COMPUTER PRODUCTS ANYWHERE

051-630 3013
24 Hr. CUSTOMER ENQUIRIES
051-691 2008 MAIL ORDER
051-630 5396 ACCOUNTS
051-639 2714 FAX NUMBER

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

Commodore Amiga Software	
19 Boot Camp	13.25
1943 Battle of Midway	17.95
4×4 Off Road Racing	17.95
Action Service	13.25
Adv Dung & Dragons (each)	17.95
Afterburner	16.45
Barbarian II	13.25
Bards Tale II	18.55
Black Tiger	17.95
Blazing Barrels	13.25
Bubble Bobble	13.25
Buggy Boy	16.45
Butcher Hill	14.35
California Games	17.95
Carrier Command	16.45
Chrono Quest	16.45
Combat School	16.45
Corruption	16.45
Daley Thompson Olympic Chal	16.45
Double Dragon	16.45
E P T	16.45
Eliminator	13.25
Elite	13.25
F.O.F.T.	24.95
Fernandez Must Die	16.45
Fish	16.45
Flight Simulator II	28.95
Football Manager II	13.25
Fusion	18.95
Games Winter Edition	17.95
Highway Hawks	13.25
Ikari Warriors	16.45
Interceptor	18.95
Japan Scenery disk	14.95
Jet	28.95
Legend of the Sword	16.45
Leisuresuit Larry (Adults only)	13.25
Luxor	11.20
Mafdet	11.20
Maniax	13.25
Menace	13.25
Mindfighter	16.45
Motor Massacre	14.35
Navcom 6	16.45
Night Raider	14.35
Off Shore Warrior	16.45
Oops!	13.25
Operation Wolf	16.45
Overlander	16.45
Peter Beardsley Football	13.25

C64/128	cass	disk
Action Service	7.25	11.20
Ad Dun & Drag (each)	7.99	11.99
Afterburner	9.75	11.20
Airborne Ranger	11.20	14.95
Alien Syndrome	7.25	9.00
Armalyte	7.25	11.20
Artura	7.99	11.99
Barbarian (Psygnosis)	7.25	11.20
Barbarian II	7.25	9.75
Bards Tale II	7.99	11.99
Bards Tale III		14.99
Battle Cruiser		19.95
Bionic Commando	7.99	9.75
Black Tiger	7.99	11.99
Bubble Bobble	6.55	9.75
Bubble Ghost	7.25	11.20
Butcher Hill	7.99	11.99
Carrier Command	11.20	14.95
Coin Op Hits	9.75	13.50
Colossus Chess 4	7.99	11.99
Corruption		14.95
Cybernoid II	7.99	11.99
D. Thompson Olym Chal.	7.25	11.20
Dark Fusion	7.99	11.99
De Lux Scrabble	9.99	12.99
Echelon	7.99	9.99
Eddie Edward Super Ski	7.25	11.20
Emlyn Hughes Int Soccer	7.25	11.20
Empire Strikes Back	7.25	11.20
F15 Strike Eagle	7.25	11.20
Ferdinand Must Die	7.25	9.75
Flight Simulator II	29.95	31.95
Football Director	6.55	
Football Manager II	7.25	11.20
Foxx Fights Back	7.25	9.75
G I Hero	7.25	9.75
Game Over II	6.99	9.99
Game Set & Match	9.75	13.50
Games Winter Edition	7.99	11.99
Gary Lineaker Superskills	7.99	11.99
Gary Linekers Hot Shot	7.99	11.99

C64/128	cass	disk
Gold Silver Bronze	11.99	14.45
Gunship	11.20	14.95
Hawkeye	7.25	9.75
Hotshot	7.25	9.75
Intensity	7.25	11.20
International Soccer	7.25	11.20
Jet		28.95
Karate Ace	7.99	11.99
Kennedy Approach	7.25	11.20
Konami Arcade Collection	7.25	13.50
LA Crackdown		11.99
Last Ninja II	9.75	11.20
Lderboard Fam Courses 2	4.99	6.99
Leaderboard Collection	11.99	14.99
Live Ammo	7.25	11.20
Magnificent Seven	7.25	13.50
Marauder	7.99	11.99
Micro Mud		11.20
Mindfighter	11.20	14.95
Motor Massacre	7.99	11.99
Mini Office II	12.75	14.95
Navcom 6	7.25	9.75
Netherworld	7.99	11.99
Night Raider	7.99	11.99
Oops!	7.99	11.20
Operation Wolf	7.25	11.20
Outrun	7.99	9.99
Overlander	7.25	9.00
Pacmania	7.25	11.20
Pandora	7.25	9.75
Patton vs Rommel		11.99
Peter Beardsley Football	7.25	11.20
Pirates	11.20	14.95
Platoon	7.25	11.20
Power Pyramids	7.25	10.99
President is Missing		9.75
Project Stealth Fighter	11.20	14.95
Psycho Pigs UXB	7.99	9.75
Ransack	7.25	9.25
Red Storm Rising	11.20	14.95
Roy of the Rovers	7.99	11.99

C64/128	Cass	Disk
R-Type	7.25	11.20
Ring Wars	7.25	11.20
Road Blasters	7.25	11.99
Salamanmder	6.55	11.20
Samurai Warrior	6.55	11.20
Savage	7.25	11.20
Silent Service	7.25	11.20
Sinbad and Thorne of Falcons		11.20
Soldier of Fortune	7.25	11.20
Sorcerer Lord	9.75	13.50
StarRay		11.20
Stealth Mission		28.95
Street Sport Soccer	7.99	11.99
Supersports	7.99	11.99
Supreme Challenge	9.75	12.99
T-Wrecks	7.99	11.99
Target Renegade	6.55	9.75
Techno Cop	7.99	11.99
Times of Lore	7.25	9.75
Tracksuit Manager	7.25	
10 Great Games II	7.99	11.99
19 Boot Camp	7.25	11.20
1943 Battle of Midway	7.99	11.99
4×4 Off Road Racing	7.99	11.99
6 Pack Vol III	7.25	11.20
Terrorpods	7.25	11.20
The Eternal Dagger		14.95
The Pawn		14.95
Time and Magik	11.20	11.20
Times of Lore	7.25	9.45
Typhoon	7.25	11.20
Ultima I or III or IV		14.95
Ultima V		19.95
Ultimate Golf	7.99	11.99
Up Periscope		14.95
Victory Road	6.55	9.75
Vindicator	7.25	11.20
Wasteland		15.99
We Are the Champions	7.25	13.50
West Europe Scenery		14.95
Whirligig	7.25	11.20

Fast delivery on all stock items by 1st class mail in UK. Special overseas service by air mail worldwide

Credit Card orders accepted by phone or mail. Credit card order telephone lines

NORTH, SCOTLAND, N.IRELAND, OVERSEAS 0898 57004 (24 HOURS)

SOUTH, MIDLANDS, WALES 0602 480779 (24 HOURS)

Commodore Amiga Software	Cass
Pacmania	13.25
Platoon	16.45
Police Quest	16.45
Powerdrome	18.95
Rally Run	13.25
Return to Atlantis	19.95
Return to Genesis	13.25
Robbeary	13.25
Rocket Ranger	21.95
Sentinel	13.25
Shadowgate	16.45
Sherlock Holmes	16.45
Shoot em up Const Set	16.45
Space Harrier	16.45
Space Quest II	16.45
Starglider II	16.45
Stargoose	13.25
StarRay	16.45
Summer Olympiad	13.25
Techno Cop	14.35
The Champ	16.45
The Kristal	21.95
Time and Magik	13.25
Ultimate Golf	14.35
Universal Military Simulator	16.45
Verminator	16.45
Veteran	11.20
Virus	13.25
Vroom	13.25
West Europe Scenery disk	14.95

JOYSTICKS

Cheetah 125 plus	6.95
Cheetah Mach 1 Plus	12.95
Comp Pro 5000	12.95
Comp Pro 5000 Clear	13.95
Comp Pro 5000 Extra	14.95
Speedking	10.99
Speedking with Autofire	11.99
Ram Delta	7.99
Cruiser	7.99

PERIPHERALS

Azimuth C64 tape head align kit	8.99
5.25" disk box (hold 100 disk)	9.95
C64 dust cover	4.95
C64 disk drive cover	4.50
Reset switch	6.99
C2N Datassets unit	28.95

BLANK DISKS

3.5" DS/DD disk (per ten)	9.95
5.25" DS disk (per ten)	4.99

Please make cheques or postal orders payable to
WORLDWIDE SOFTWARE.
All prices include postage & packing in UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery. Credit card orders accepted by phone or mail.
Galashiels: (0896) 57004 (24 hours) Nottingham: (0602) 480779 (24 hours)
All UK Deliveires by 1st Class Mail

Screen Scene

This one's definitely more chewy than Barrow-In-Furness bus depot.

THE MUNCHER

"The Muncher is a bit similar to the coin-op *Rampage* isn't it?"

"Which coin-op?", said the man from Gremlin.

"You know, the one with the gorilla that goes around pulling down buildings and eating people."

"Oh, that one"

"Yes that one"

In other words they might look similar, but then one space trading game looks much the same as another and if you take two games which both feature a monster, tall buildings and short people...

So, *The Muncher* has nothing to do with *Rampage*.

Now a word from our sponsor. Chewits are chewier than a twenty storey building. Who's going to swallow that one? What am I talking about? Well, the monster in the Chewits TV ad and 'The Muncher' are in fact one and the same. Details are in short supply, but there's some kind of deal whereby Chewit eaters can get enormous reductions on the game. As yet there are no plans to supply *Muncher* players with twenty storey buildings at special rates.

Now back to the game. The muncher stands there looking pretty gormless while small men with guns, tanks, armoured vehicles and helicopters take pot shots at him, seriously depleting his supply of energy. The ever versatile joystick gives the Muncher a wide range of counter attack options. He can reduce tall buildings to a pile of rubble with a few well aimed tail swipes and having thus reduced the buildings to scaleable proportions he can then leap them in a single bound, as they say, or start climbing up the walls.

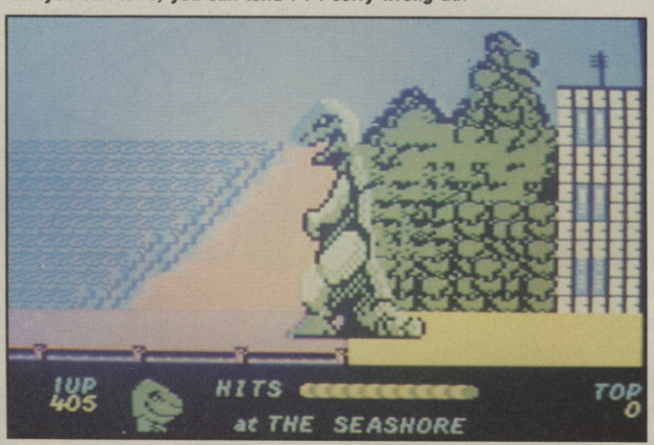
Similarly destructive things can be done to people. You can jump on them from a great height, scoop them up for a tasty snack, breath fireballs at them or, if you're not in the mood for it, simply run away. Airborne things can be brought down with fireballs, or for a bit of extra excitement you can jump up in the air and sink your teeth into them.

There are three stages in the game: the Beach, Nintendo Park and the Army Base, which are completed by getting from one end of the scrolling landscape to the other without dying in between. Things get more difficult the further you progress, and if you manage to reach the end you get to fight it out with another ugly looking prehistoric beast in true King Kong v Godzilla style.

Despite all that the game is not what you'd call enormously difficult. In other words it's quite easy. It's intended, I would say, for novice-demolishing-people-eating prehistoric monsters and not old hands at the game.

Ken McMahon

And you can tella, you can tella . . . sorry wrong ad.



Gremlin
Graphics
Price:
£9.99 cass
£14.99 disk

SOUND:	53%
GRAPHICS:	65%
PLAYABILITY:	77%
LASTABILITY:	60%

65%

24 HOUR

COMMODORE 64 REPAIRS AND SPARES

TELEPHONE
04574 66555
04574 67761
04574 69499

OR BRING IT IN TO US FOR WHILE-YOU-WAIT REPAIRS - AROUND ONE HOUR

OPEN 7 DAYS A WEEK

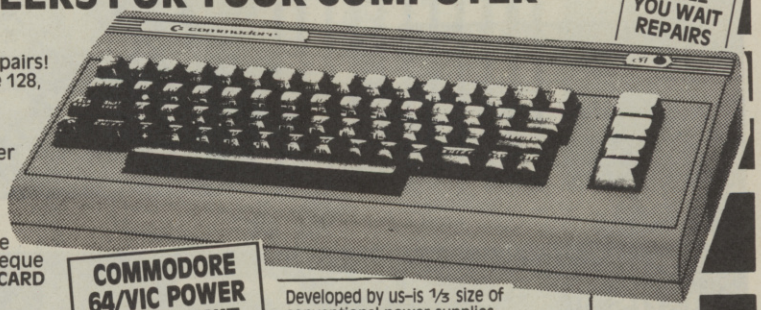
WHILE YOU WAIT REPAIRS

MANCHESTER CITY CENTRE BRANCH NOW OPEN. CALL FOR DETAILS

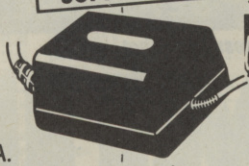
NEED YOUR COMPUTER REPAIRED FAST?

FED UP OF WAITING WEEKS FOR YOUR COMPUTER TO ARRIVE?

THEN WAIT NO LONGER-send your computer to us for fast repairs! We offer a full repair service on all these makes-Commodore 128, Commodore 16, Commodore Plus 4, Vic 20.
We also have spare parts available by mail order.
WE DON'T JUST REPAIR YOUR COMMODORE 64-we check loading, sound, memory, in fact fully overhaul your computer for only **£35.00**-which includes VAT, postage + packing, insurance, parts and labour. **NO HIDDEN EXTRAS.** All other models please call us for a quote on the numbers below.
HOW TO SEND YOUR COMPUTER
Just pack your computer, including power supply, in suitable packaging and send it to the address below, enclosing your cheque to the value of **£35.00-You can also pay by ACCESS/BARCLAYCARD**



COMMODORE 64/VIC POWER SUPPLY UNIT



Developed by us-is 1/3 size of conventional power supplies. Just £29.00 + £1.75 p+p

VideoVault Ltd

Send your computer now to-
VideoVault Ltd, Old Kingsmoor School,
Railway Street, Hadfield, Cheshire SK14 8AA.
Telephone: 04574 66555/67761/69499 Head Office & Credit Card orders, queries.
Manchester 061-236 0376 while you wait repairs & spares centre only.

NEW CATALOGUE NOW AVAILABLE OVER 3,000 ITEMS

NEW THE VIDEOVAULT COMPUTER COMPANION EDITION HOT OFF THE PRESS

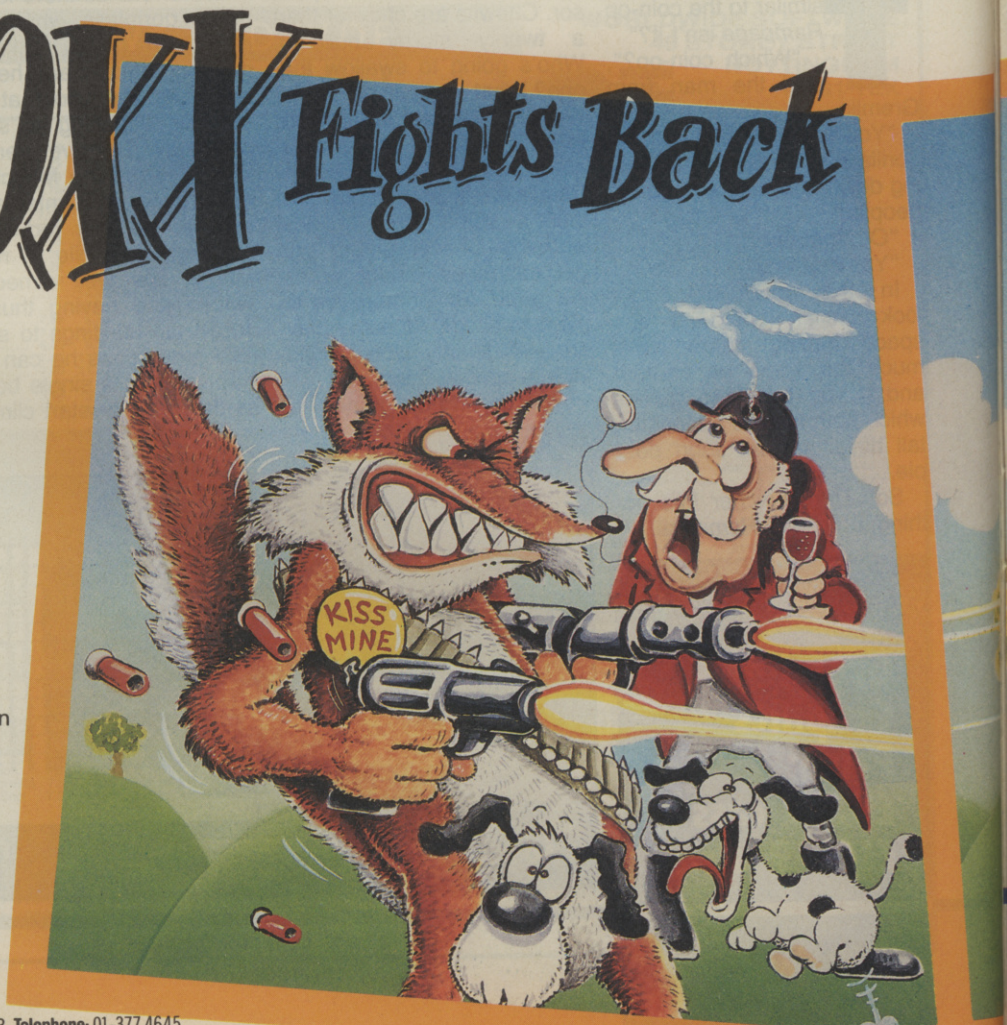
New bigger catalogue now available containing over 3,000 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3x19p stamps for your free copy. Over 25 pages full of top quality products delivered to your door by return post.

© Copyright VideoVault Ltd No.786092

WE NOW HAVE FAX: (0) 4574 68946

FOX Fights Back

He's lean, he's mean, he's ready for action. This is one fox that won't take no for an answer.
Too many times the hounds have tried to put him down, but he'll force the Hells Beagles back to the briars.
Blast your way through the bullets and bombs as all the forces of nature are set against you. A great game from Denton Designs.



Features include
- Great animation
- 100% leg-biting action
- Weapon pick-ups
- A massive play area
- Multi-level play

Spectrum disk: **£12.99**
Spectrum cassette: **£8.99**
Commodore disk: **£12.99**
Commodore cassette: **£9.99**

image works ™

Image Works, Headway House, 66-73 Shoe Lane, **London** EC4P 4AB. **Telephone:** 01-377 4645

Evesham Micros

ONLY £89.95 inc. VAT

STOP! STOP! STOP!

Why pay more?

We can supply you this ultra neat, high quality Amiga 2nd drive for an ultra low price

FEATURES

- One year guarantee
- 880K formatted capacity
- Very quiet
- Slimline styling
- Throughport
- Fully compatible
- Suits A500 or A1000
- Top quality Citizen drive mechanism
- Long cable for location left or right of computer

All prices VAT/delivery inclusive. Next day delivery £5.00 extra.

How to order

Send cheque P.O. or ACCESS/VISA details
Phone with ACCESS/VISA details
Govt., educ. & PLC official orders welcome
Same day despatch whenever possible
Callers welcome, open 6 days 9.30-5.30
All offers subject to availability, E.&O.E.
TELEX: 333294 FAX: 0386 765354

Evesham Micros
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
Tel: (0386) 765500

ALSO AT: 1756 PERSHORE RD., COTTERIDGE, BIRMINGHAM, B30 3BH TEL: 021 458 4564

Commodore screen shots shown.

COMING SOON...

F-14

AFTER BURNER

AERIAL ARCADE ACE

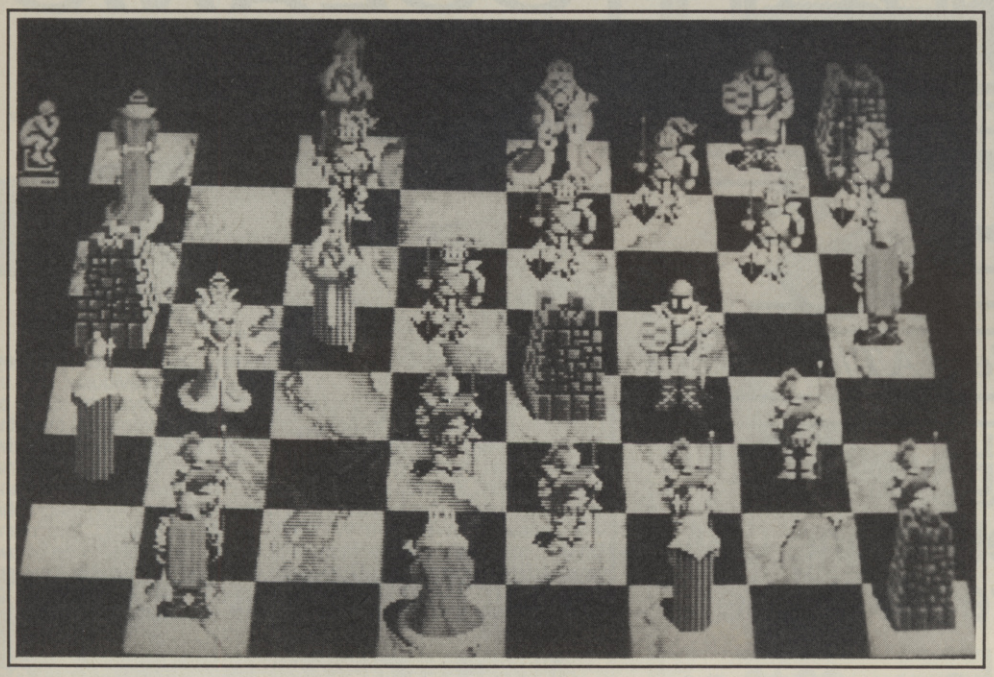
Watch out for the "Arcade Sensation of the Year" on C64 cassette and disk Amstrad cassette and disk Spectrum, Atari ST, Amiga and MSX

ACTIVISION

Marketed and distributed by Mediagenic Ltd.
Activision is a division of Mediagenic Ltd.

SEGA®

AFTERBURNER™ SEGA© are trademarks of SEGA ENTERPRISES LTD This game has been manufactured under license from Sega Enterprises Ltd., Japan.



BATTLECHESS

Chess has always been considered an ideal game for a computer. It has the logic to make all the right moves, is completely unbiased, doesn't mind waiting while you think for hours on end and is always willing to tell you what your best move is.

There have been a lot of them, but for some strange reason, none of them have been remarkably successful, except maybe *PSI Chess* on the Spectrum, but that was mainly due to its large, hi-res representation of a chess board in 3D. *Battlechess* takes that 3D element, and takes it one stage further.

Battlechess is so called because the game you play isn't so much the relaxing pastime originally thought up by those incredibly clever Chinese people, but a war between the two sanctions of Blue and Brown sets of pieces in the familiar Isle of Lewis set.

The obvious attraction to this game is the fabulous graphics. Large, sharp and very colourful, every piece is both distinct and recognisable. The one thing that a still shot can't portray is the action. It changes the standard chess terminology of 'Pawn takes Knight' to 'Pawn takes knight by kicking him hard in the groin'. You see, every time you make a move, the piece currently under control comes to life and walks to the chosen destination square). The knights, with their 'jump to square' moves, simply barge everyone out of the way in an effort to get to where they want to go. The queen glides, bottom waggling sumptuously, and the rooks (my favourite) transform from small castles into large rock giants reminiscent of Ben Grimm, stomp to their square, and transform back, all in three loads. Yes, unfortunately, rather than store the graphic sequences in memory, they are all held on disk, each loaded in when necessary. This does slow the game down quite a lot, but as this is a chess program, it doesn't really detract all that much.

The combat sequences are the best thing about this game. There are at least three sequences for every different kind of capture in the game (Pawn-Pawn, Pawn-Queen, Queen-Pawn etc) and each one is guaranteed to bring at least a smile to your face, if not a little chuckle or two. The Pawn kicks the Knight in the family jewels to stop him galloping. The Knight freezes, drops his shield, turns to face out of the screen with his hands on his afflicted area, moans, and collapses stiffly (very much like our own Editor when he had an accident while putting on his expensive leather jacket. I won't go into details, but it involved the jacket swinging and a large amount of change in the pocket).

The King's attacks are the best, however. For example, he pulls a gun on the bishops, gives a bomb to the knights, and hits the pawns with a set of nunchukas. All accompanied by some great sound effects.

Sooner or later, of course, you're going to get tired with all these nice graphics. What are you left with then? Fortunately, an excellent chess game, full of options (which are accessed by a drop-down menu in the shape of gilt scrolls, complete with accompanying cherubims, wings flapping like crazy!) Ten skill levels — enough to challenge any Grandmaster, complete configure board options, load/save game, 1 player, 2 player, 0 player or even Modem play as well as a full hint facility and the option to take back any number of moves, right back to the start of the game.

Maybe as a chess program, it's not the best ever on the Amiga, but it's definitely the most interesting and certainly the most fun.

Tony Dillon

Electronic Arts
Price: £19.95

GRAPHICS:	**93%**
SOUND:	**84%**
PLAYABILITY:	**86%**
LASTABILITY:	**81%**

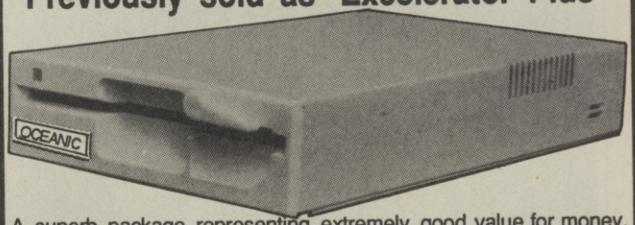
85%

Evesham Micros

All prices include VAT/delivery

OCEANIC OC-118

Previously sold as 'Excelerator Plus'



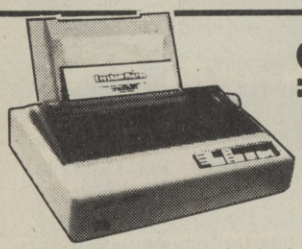
A superb package representing extremely good value for money, combining the Oceanic OC-118 disk drive (previously sold as 'Excelerator+') and the sophisticated GEOS system. Said by COMPUTE's Gazette to have "dramatic improvements over the 1541 in quality and reliability", the drive is a stylish and attractive compact unit featuring a direct drive motor and its own external power supply. GEOS brings the power of a graphic interface and integrated disk turbo to your '64 and includes geoPAINT, a graphic workshop, geoWRITE, a WYSIWIG word processor and many Desk Accessories. Many more extensions available - see below.

Oceanic OC-118 & GEOS £129.95

Oceanic OC-118 & GEOS plus *Freeze Machine* £149.95

GEOS Applications

GEOS 64	£24.95	GEOPUBLISH	£32.95
GEOFILE	£24.95	GEOPROGRAMMER	£32.95
GEOCALC	£24.95	GEOS 128	£32.95
DESKPACK+ 64/128	£21.95	GEOWRITE WORKSHOP 128	£32.95
GEOWRITE WORKSHOP	£24.95	GEOCALC 128	£32.95
FONTPACK+ 64/128	£16.95	GEOFILE 128	£32.95
GEOSPELL	£16.95		



star LC-10

Best-selling CBM ready printer

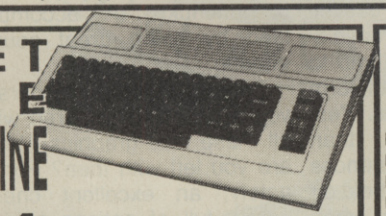
Now the established market leader in this price category, the LC-10 incorporates many advanced features for such a low price. Its facilities, not normally available in this price range, include 4 NLQ fonts (with 96 combinations) and paper parking (use single sheets without removing tractor paper). Good value 7-colour version also available, which will also accept standard LC10 black ribbons. LC10 available either in '64/128 ready form or as parallel version for Amiga users. Please state your computer type when ordering.

Only £219.00

Colour version also available,

Only £269.00

Prices include two extra black ribbons free of charge



GET THE SLIMLINE '64

Your '64 could look like this!

Why put up with an old fashioned looking computer? Fit this smart and modern looking new case to your '64 - it will look and feel like you are using a brand new computer. This high quality injection moulded case is simple to fit and gives a lower keyboard height. Reject the old image and order one *now*.

Only £19.95

FREEZE MACHINE for speed, power and ease of use

- ❑ **Unstoppable Freeze**
- ❑ **Fast save routines**
- ❑ **Ultra-efficient file compactor**
- ❑ **Lazer and Turbo fastloads**
- ❑ **Integral reset button**
- ❑ **Tape turbo facilities**
- ❑ **12 second disk format**
- ❑ **Selective file copier**
- ❑ **Selectaload**
- ❑ **many more useful features!**

Only £28.95

For speed, power and ease of use it has to be Freeze Machine, probably the most effective backup cartridge on the market! Incorporating two types of fast load routines you can SAVE and reLOAD your favourite games in as little as 10 seconds and no more than 18. Numerous invaluable facilities available, including a built-in reset button. Utility Disc V3.0 also available to complement usage of the cartridge. It allows complete transfer to disk of many tape-based programs that load extra parts, eg. Gunship, Last Ninja, World Games, Supercycle. A very useful add-on.

Utility disc only £7.95

Selected Products

DOUBLER '64 ..... Makes perfect tape backups every time. Consists of hardware and software. Requires access to two data recorders. Very easy to use, only **£12.95**

ICONTROLLER ..... Natty little keyboard mounted cursor controller, ideal for icon-driven applications like GEOS **£11.95**

DATA RECORDER ..... CBM compatible, same as C2N/1531 but cheaper and includes pause control button **£24.95**

DOLPHIN DOS ..... Parallel operating system for use with 64/128 and 1541 disk drive. Fantastic speed increase on LOAD and SAVE whilst maintaining CBM disk format. Many extra DOS & BASIC commands, includes built-in monitor and Centronics printer driver **£69.95**

DISC DISECTOR V5.0 ..... Disk backup/utility package, very powerful **£19.95**

1541 PHYSICAL EXAM ..... Consists of digital alignment disk and drive fault diagnosis software to check and correct 1541 head alignment. Includes quiet drive stops **£39.95**

1541 QUIET DRIVE STOPS ..... Silences 'knocking' noise with 1541 drives **£4.95**

AZIMATE 3000 KIT ..... Kit to check and adjust data recorder head alignment **£6.95**

AMIGA 500

SPECIAL OFFER AMIGA PACK

Contains Amiga 500, TV modulator, Mouse, Joystick, Mouse Mat, 5 disks of public domain software, Deluxe Paint and 7 top games ('Karate Kid II', 'Sky Fighter', 'Grid Star', 'Demolition', 'Quiz Am', 'Black Shadow' & 'Las Vegas'). Total retail value of extras supplied is £270.45.

All this for only £399.00

Philips CM8833 (Colour monitor suitable for Amiga 500) **£259.00**

Philips CM8852 monitor as above, but higher resolution **£299.00**

Cumana external 5.25" floppy drive 40/80 track 'Transformer' compatible . **£159.95**

Disks & Boxes

25 bulk packed 5.25" DS/DD disks with sleeves, write protect tabs and labels. Good quality and fully guaranteed, only **£13.95**

25 disks + box. Disks as above plus 50 capacity lockable storage box, only **£22.95**

25 disks + 100 box. As previous offer but with 100 capacity locking box **£24.95**

50 capacity box. Lockable storage unit for 5.25" disks with smoked perspex top **£10.95**

100 capacity box. Larger version **£13.95**

How to order from Evesham Micros

Phone us with your ACCESS or VISA card details on : ☎ 0386-765500

All prices include VAT and delivery. Next day delivery £5.00 extra.

Send cheque, Postal Order or ACCESS/VISA card details

Govt., educ. & PLC orders welcome
Same day despatch whenever possible
All goods subject to availability, E.&O.E.
Open to callers 6 days, 9.30-5.30

Evesham Micros Ltd
63 BRIDGE STREET
EVESHAM
WORCS WR11 4SF
✆ 0386-765500
fax 0386-765354
telex 333294

Also at: **1762 Pershore Rd., Cotteridge, Birmingham B30 3BH Tel: 021 458 4564**

Licensed to fail?

LIVE AND LET DIE

Live and Let Die is yet another James Bond release that should qualify for double-oh zero.

The exact background of this game is confused but, as TLW made clear last month, it did originally belong to Elite (their logo remains splashed all over its loading screen) and it bears more than a passing resemblance to *Buggy Boy*.

Once again you are cast in the role of JB in a game which, unsurprisingly, bears little resemblance to the film. This is a shame since there is enough variety in the average Bond film for a dozen games. Anyway, this one's water flavoured.

A paltry serving of four missions is offered up, three training and one 'for real'. The easiest (pseudo) mission is target practice on the British waterways, so you head off in your boat loaded with unlimited fuel and missiles and plug as many targets as possible within a set distance. No real threats here apart from rocks. When you complete this you can go training on a river in the Sahara desert(?). This time with added aqua mines, torpedo launching helicopters and other boats. Polar training is the third training mission but there's little difference to the Sahara one.

Your boat is armed with a machine gun and missiles, as well as a limited amount of fuel which is constantly drained. When you die, those few seconds of immobility waste a fair amount of fuel. Not surprisingly, extra fuel can be collected on the way: red pods give a small amount of fuel, silver nearly half a tank, green tops up your missiles as well as the fuel tank, and the yellow pods fall off the back of the boat and should ideally be avoided.

Had this game been set on land it would be an exact cross between *Road Blasters* and *Buggy Boy*. Take for instance the slopes which you can expertly guide your boat up to avoid difficult obstacles, the logs which bounce your boat into the air, or the gun turrets placed on the river bends. Sound familiar?

Once I had mastered the rudimentary control and tactics I decided to quit beating around the bush and go straight for the jugular in the final mission in New Orleans. The scenery this time was green in preference to sandy yellow but otherwise basically the same. After a while each game was taking me ten minutes and there was still no sign of the elusive Mr Big and his cocaine racket, so I did the decent thing and pulled the plug on the game.

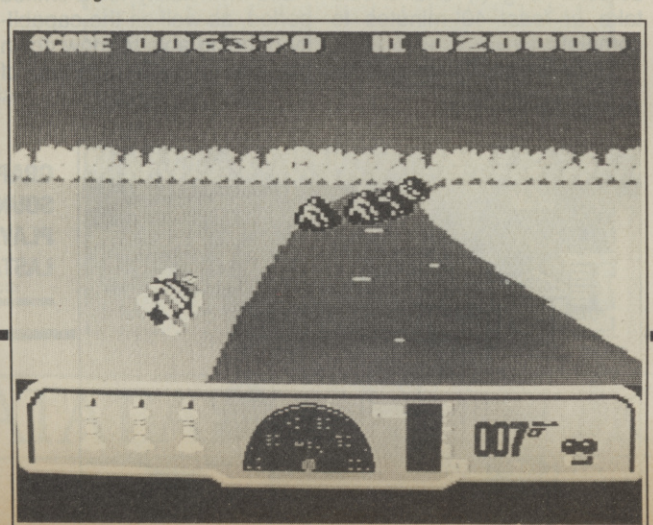
The onshore scenery generally is a picturesque mess with the puce green palm trees lining the canals of England and an apparently buildingless New Orleans. The sprite enlarging is actually better than I expected with a few more updates than some games I could mention. In passing I also have to point out the omission of the Bond theme or the Wings' *Live and Let Die* toon as well.

Poor old Cubby Broccoli must be turning in his grave by now (*but he isn't dead! — Ed*), so please lads do the guy justice and release a decent Bond game.

Mark Patterson

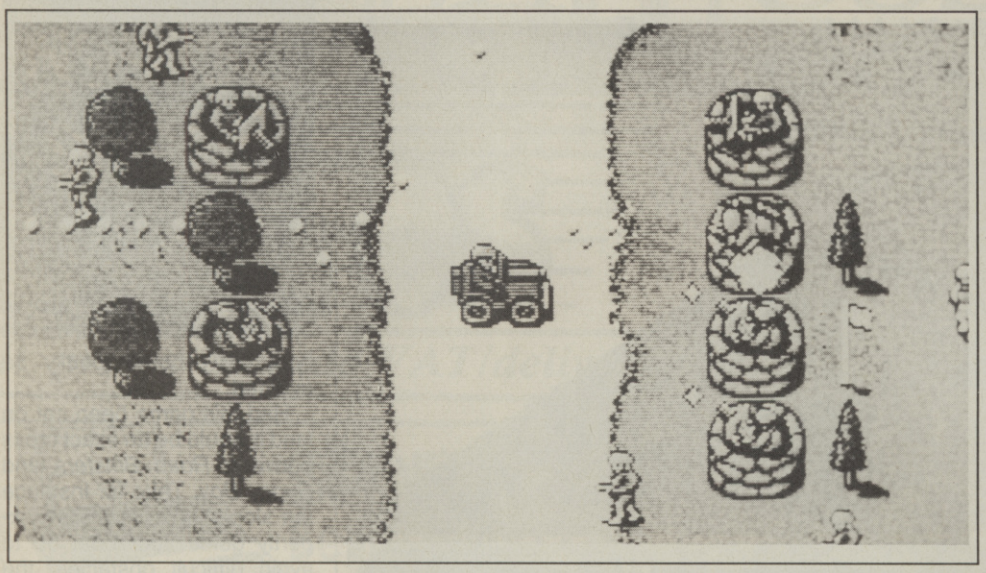
Domark
Price:
£9.99 cass
£14.99 disk

Water laugh.



GRAPHICS:	54%
SOUND:	69%
TOUGHNESS:	60%
LASTABILITY:	67%

62%



FERNANDEZ MUST DIE

Fascist dictators, who needs them? Probably the worst of the lot is Fernandez, a ruthless, mindless killer who has stolen and secured a large strip of land and called it his. He didn't ask for it or anything; he just walked right in, looked around, said 'this is nice, property is theft, this is mine', and that was that. He doesn't fool around though. The only reason that the land hasn't been snatched back is because it is now patrolled by large forces of enemy soldiers, tanks, gun emplacements, gunboats, traffic wardens and Salvation Army recruits — a formidable opponent indeed.

Set along this strip of land are eight enemy bases, each of which contains an official personage, there to oversee his own little bit of entrusted land. The scene is set; cue Harman — crack commando and all-round hard person, who acts as the seven samurai, all rolled up into one.

Though the games have the same title and plot, *Fernandez Must Die* on the Amiga is almost a totally different game to the 64 version. Granted it's a vertically scrolling *Commando* variant and has the option of riding in a jeep, and has large boats and tanks, but it is different, honestly. For a start, the game is arranged as one long strip, rather than eight short interconnected ones. The total playing area is 256 screens long (!) and should take *at least* 40 minutes to complete.

You are armed with a variety of weapons ranging from a standard rifle, for taking out the enemy soldiers that randomly wander about the place, to a missile launcher, for the biggies, such as tanks and boats. You also carry a limited supply of dynamite, for blasting open the doors of the buildings that are scattered about the luxuriously green landscape, such as armouries, houses with safes in them (which can also be blown open with dynamite — rewarding you with an extra life.) To activate the dynamite, just touch a door, and then run away from it.

The other weapon in your arsenal, and probably the most important one, is your jeep. Playing the role of the tank in *Ikari Warriors*, it provides invincibility for a limited period, as well as the capability of being able to mow down the enemy soldiers. Plus, of course, it's a lot quicker to get around. Unfortunately, it's only temporary; take too many hits and your bonnet goes up in flames. It is best advised to get to the nearest garage (of which there are a few dotted about) and drive through the handy carwash to extinguish the flames, as well as giving you a full weapons refill.

The graphics are pretty nice, though maybe a little on the small side. Detailed and colourful, there's no trouble distinguishing between objects. The best bit graphically that I could find is when your man gets shot, he spins and falls to the floor, blood pumping from his wounds.

Sound isn't too bad either: lots of the usual machine gun type noises, coupled with an 'argh' or two emitted by the guards as you introduce the front of your jeep to their head.

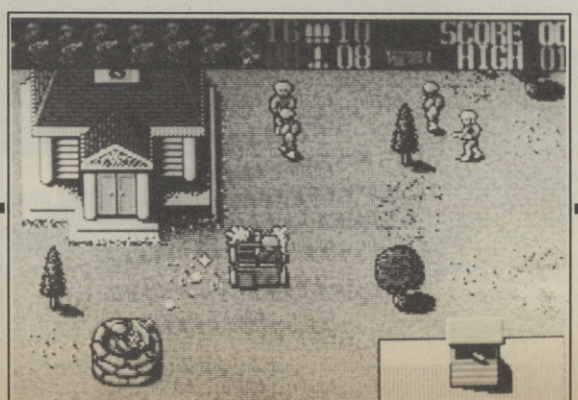
Playability is where this game falters slightly. It's very hard to get the jeep to about face, and on top of that, you can walk through the edges of the buildings, drive your jeep under closed barriers and walk through the enemy. But that's just being picky.

Fernandez Must Die is a good little game, but it doesn't really add anything to the mounting pile of Amiga innovations. The Amiga is a young machine, and its limits haven't even begun to be reached. Shouldn't programmers be going for something new?

Tony Dillon

Image Works
Price: £24.95

Darling, I'm ho-o-m-e!!



GRAPHICS	78%
SOUND	72%
PLAYABILITY	47%
LASTABILITY	62%

68%

LOOKING FOR SOMETHING OUT OF THIS WORLD?

You'll find it at

The 12th Official

commodore computer show

10am-6pm Friday, Nov 18
10am-6pm Saturday, Nov 19
10am-4pm Sunday, Nov 20

Experience all these special features:

- ★ Visit the sensational Commodore Graphics Workshop.
- ★ Drop in and hear all the latest sounds in the bouncy Commodore Music Room.
- ★ Take part in the free Christmas Card Design competition, with a major prize every day.
- ★ Meet Adam Faith and Anita Dobson, the stars of new hit musical Budgie.
- ★ Get all your technical queries answered at ICPUG's question and answer sessions.

It all adds up to an experience you'll never forget.

Advance ticket order

SAVE £1

Please supply:

☐ Adult tickets at £4 (save £1) ..... £.....

☐ Under-16s tickets at £2.50 (save £1) ..... £.....

Total £.....

☐ Cheque enclosed payable to Database Exhibitions Ltd.

Please debit my credit card account: ☐ Access ☐ Visa

Expiry date: /

Admission at door: £5 (adults) £3.50 (under 16s)

Advance ticket orders must be received by November 9, 1988

Name .....

Address .....

.....

.....Signed .....

POST TO: Database Exhibitions, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

PHONE ORDERS: Ring Show Hotline: 0625 879920
PRESTEL ORDERS: KEY *89, THEN 614568383
MICROLINK ORDERS: MAILBOX 72:MAG001

Please quote credit card number and full address

A520

Champagne Suite & Exhibition Centre
Novotel, Hammersmith, W6

No matter which Commodore machine you use – from the C64 up – you'll find just what you are looking for. All leading companies servicing each sector of the Commodore market will be on hand to demonstrate their latest developments.

Traditionally the liveliest Commodore event of the year, this pre-Christmas show – with hundreds of special offers – is one you just cannot afford to miss.

You can even save £1 a head before you get there by ordering advanced tickets using the form opposite.

How to get there

By Underground: Nearest tube station is Hammersmith (Piccadilly, Metropolitan & District Lines).

By Bus: 266, 714, 716, 290, 30, 72, 73, 74.

Car parking facilities available at the Novotel.

DATABASE EXHIBITIONS

A2

HARWOOD'S

'Buy a Bundle Save a Bundle'

ACTION PACK 1

"HARWOODS HOMBRE" Always hits the mark on quality and price

All our Amiga A500 machines contain the following standard features
● 1 MEG DISK DRIVE ● STEREO SOUND ● 4096 COLOURS
● MULTI-TASKING ● BUILT-IN SPEECH SYNTHESIS ● MOUSE
● TWO MANUALS ● OPERATION SYSTEM DISK

***AS WELL AS AN AMIGA A500 OUR GREAT GAMES PACK ALSO INCLUDES THE FOLLOWING* ABSOLUTELY FREE!!!**

● Interceptor ● Goldrunner ● Karate Kid II ● Leatherneck
● T.V. Modulator ● Mouse Mat ● Amiga Tutorial Disk
● 10 Blank Disks in plastic library case

AFFORDABLE AMIGA!

† Or Just £19.09 monthly

£399

ORDERING Made Easy

ORDER BY PHONE Simply call our Hotline using your credit card

ORDER BY POST Make cheques/PO's payable to Gordon Harwood Computers

PAY AT YOUR BANK by Credit Transfer

FREE POSTAGE All goods UK mainland or just add £5 per item for next working day courier delivery

OFFICIAL Local Government, Medical and PLC orders welcomed

EXPORT & BFPO orders a speciality (Deduct 10% from VAT inclusive prices)

SERVICE Compare our Service

● FULL 12 MONTH WARRANTY - If any goods prove to be faulty within 30 days of purchase they will be replaced with A NEW UNIT. For the remainder of the Guarantee Period, all warranty repairs will be made FREE OF CHARGE!

● COLLECTION FACILITY - Any faulty computer or monitor will be collected from your home FREE OF CHARGE within the Guarantee Period!!

CREDIT TERMS
LICENSED CREDIT BROKER

12-36 Month HP Terms Available subject to status. PLEASE ASK FOR WRITTEN DETAILS TODAY.

ACTION PACK 2

GAMES & MONITOR PACK
AMIGA A500 (Pack 1) supplied with CBM 1084 COLOUR MONITOR
(N.B. This pack does not include a Modulator)

MONITOR MADNESS

† Or Just £28.68 monthly

£599

MONITORS Switch on to Quality

Connects to AMIGA and others, with our FREE lead.

● Stand available ● Tilting facility
● Philips monitor has green screen switch and stereo sound

COMMODORE 1084 MONITOR	£229†
PHILIPS CM 8833 MONITOR	£269†

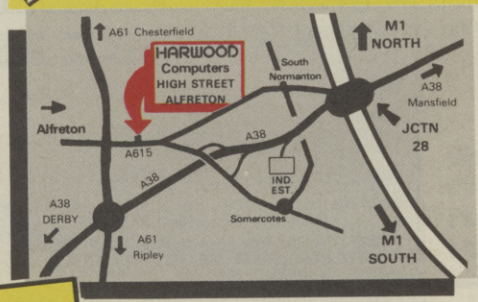
MISCELLANEOUS

CITIZEN/COMMODORE 120D PRINTER	£149.00
OKIMATE 20 COLOUR PRINTER	£149.95
NEW 1 MEG SWITCHABLE DRIVE	£99.95
10-3½" DS/DD BLANK DISKS in FREE Plastic Library Case with Labels	ONLY £12.95

Call for quantity discounts

VISA Access

24HR ORDER HOTLINE 0773 836781



Don't forget, we can supply any available product for your AMIGA/64/PC

Please call and see us where we will be only too pleased to demonstrate the amazing Amiga in our showroom. Remember, we are not JUST another mail order company.

All prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT & Postage are included and are correct at time of going to press.

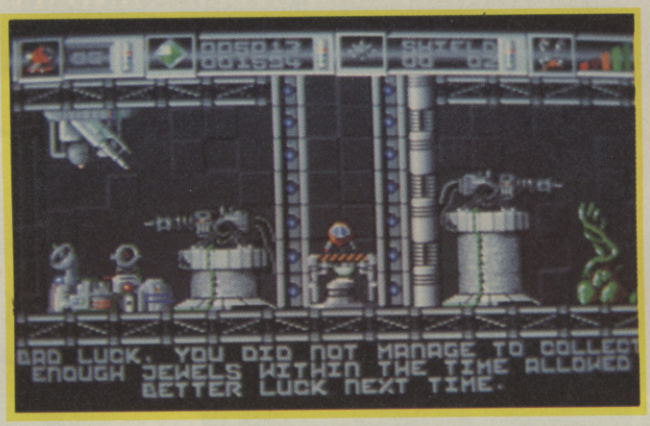
E.& O.E. Offers subject to availability and are currently advertised product(s).

GORDON HARWOOD
HARWOOD
HARWOOD
HARWOOD

Computers
OFFICIAL COMMODORE BUSINESS CENTRE

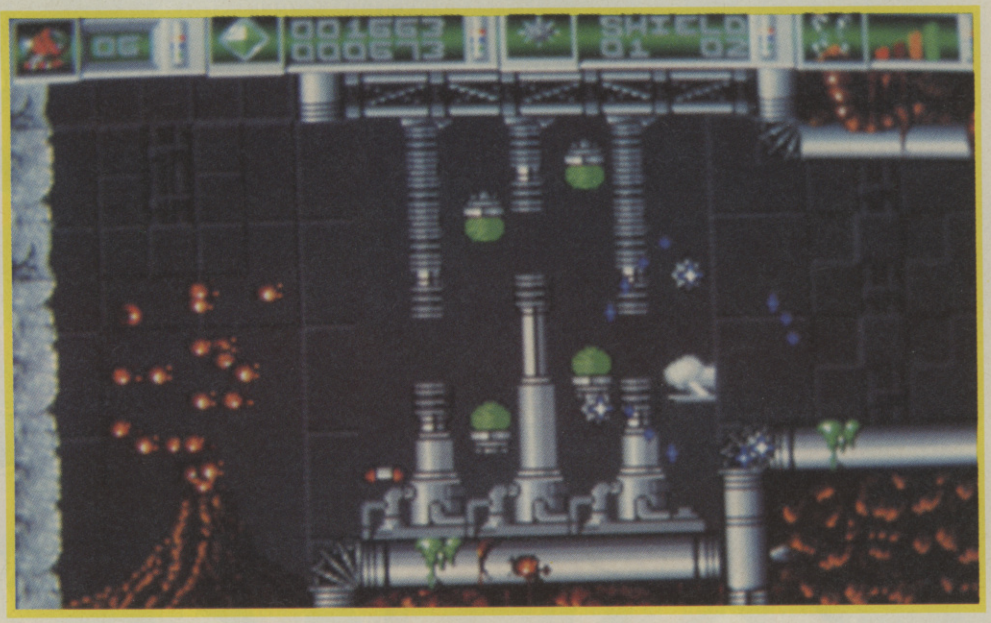
DEPT
69-71 HIGH STREET · ALFRETON
DERBYSHIRE DE5 7DP

CU SCREEN STAR



You made it to the end of a level, but didn't collect enough jewels to merit a bonus life.

CYBERNOID



Following hot in the vapour trails of *Zynaps*, comes Hewsons' latest Amiga product, the conversion of the classic Spectrum shoot 'em up, *Cybernoid*.

Originally designed by Raffaelle Cecco, *Cybernoid* follows the fate of a lone mercenary pilot sent by the Federation to retrieve valuable minerals, jewels and weaponry stolen by marauding space pirates.

Strapped into the high-tech fighter Cybernoid, the pilot begins his mission in the pirates' subterranean fortress, which is set over 150 flick-screen locations. Each screen presents its own brand of danger, including massive gun emplacements, alien growths gobbing out missiles, and, of course, pirate ships with guns a-blazin'.

The Cybernoid is armed with a single blaster, and one up the exhaust port is enough to scupper any flimsy old pirate ships in the vicinity. In fact, the renegade spacers would have been better off sitting in the cargo containers, since these survive the blast and fall to the ground intact. The goodies contained therein are simply collected on contact with the Cybernoid, and stored in the hold, ready to be sent back to the Federation.

Stolen weaponry and ammunition packs are scattered through the caverns and are similarly collected to boost the Cybernoid's armoury.

In addition to blasters, the Cybernoid also boasts bombs, impact mines, defence shields, bouncing bombs and seeker missiles, which are selected via the function keys and initiated by holding down the fire button. This array of doom can be supplemented by collecting a rear-facing blaster and up to three rotating multiples, which are extremely attractive to look at, and particularly effective against anything stupid enough to get in their way.

At the end of each level, special depots appear whereupon the Cybernoid lands in safety and the valuables collected so far are beamed back to the Federation. If enough valuables have been gathered, an extra Cybernoid ship is awarded; if not, the pilot has to battle on with his remaining stock of hardware.

This Amiga incarnation offers more for the incompetent amongst us, in that it's a LOT easier to play — but don't worry: to make up for this apparent deficit, Hewson assure me that the fourth level is a pig! And it's around 80 screens long, providing more than enough game to keep most Cyberfans blasting well into the early hours.

On the aesthetic side, *Cybernoid* isn't quite as impressive as it should have been. The background graphics are a bit repetitive, and some of the sprites are unimaginative to say the least. Still, there are some decent sampled sound effects to add to the atmosphere and, more importantly, the gameplay has been tweaked just the right amount. The earlier eight-bit faults have been ironed out and *Cybernoid* now provides even more of a challenge than did its inspiration. It's certainly had more than its fair share of attention in the office this month. Now then, where's *Cybernoid II*?

Nick Kelly

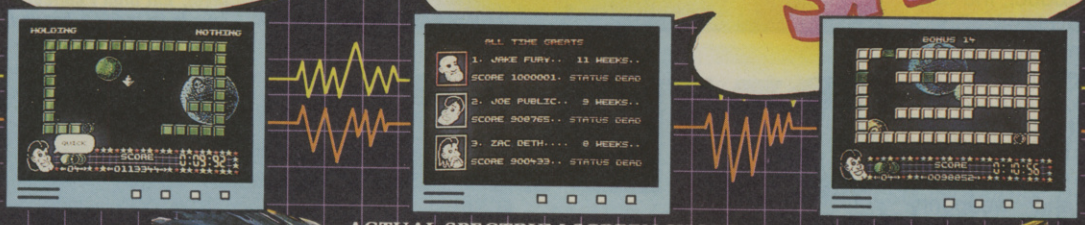
Hewson
Price: £19.95

SOUND	68%
GRAPHICS	55%
LASTABILITY	89%
PLAYABILITY	92%

87%

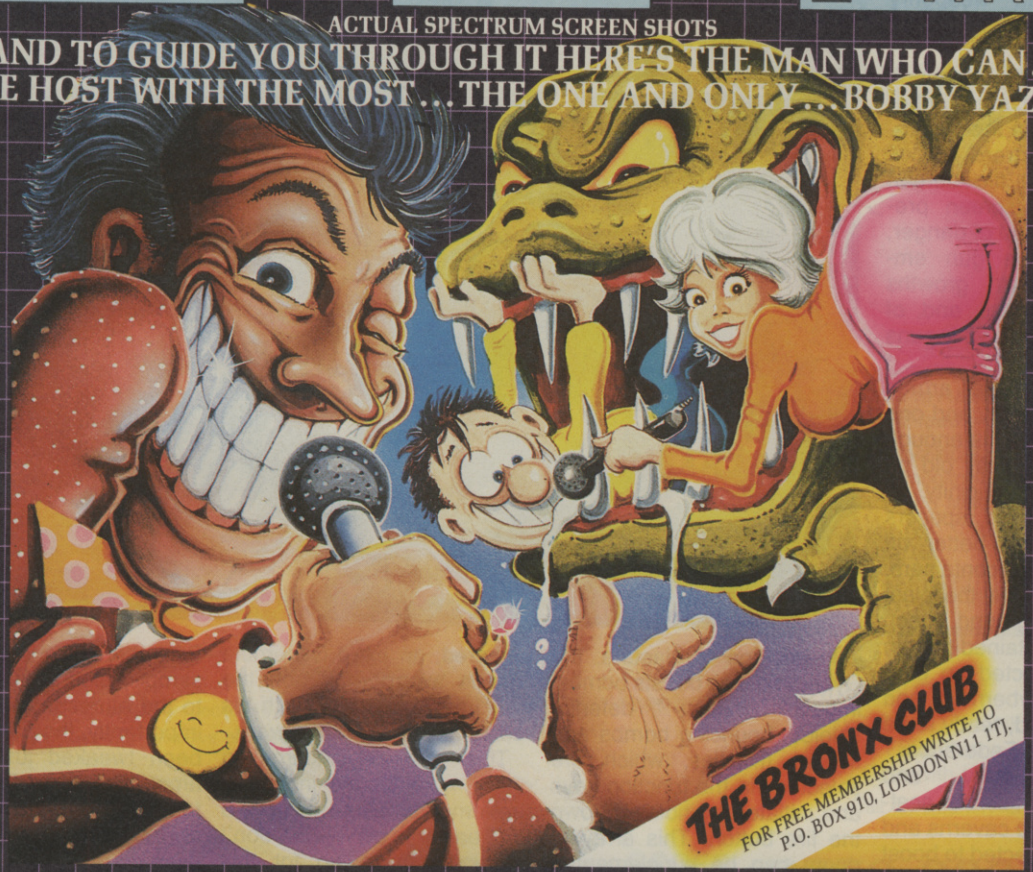
INTRODUCING THE FASTEST CRAZIEST GAME SHOW ON EARTH
REQUIRING FAST REFLEXES... NERVES OF STEEL... AND A PASSION FOR PAIN.

THE BOBBY YAZZ SHOW



ACTUAL SPECTRUM SCREEN SHOTS

AND TO GUIDE YOU THROUGH IT HERE'S THE MAN WHO CAN...
THE HOST WITH THE MOST... THE ONE AND ONLY... BOBBY YAZZ!!!



The Bobby Yazz show is a totally addictive and excellently presented game that will bring hours of fun!!... 85%... CRASH.

A Novel idea and one that I can see being copied quite a lot... C & VG.

SPECTRUM
tape £7.95

COMMODORE 64
Tape £9.95
Disc £14.95

DESTINY

COMING SOON

ATARI ST
Disc £19.95

AMIGA
Disc £19.95

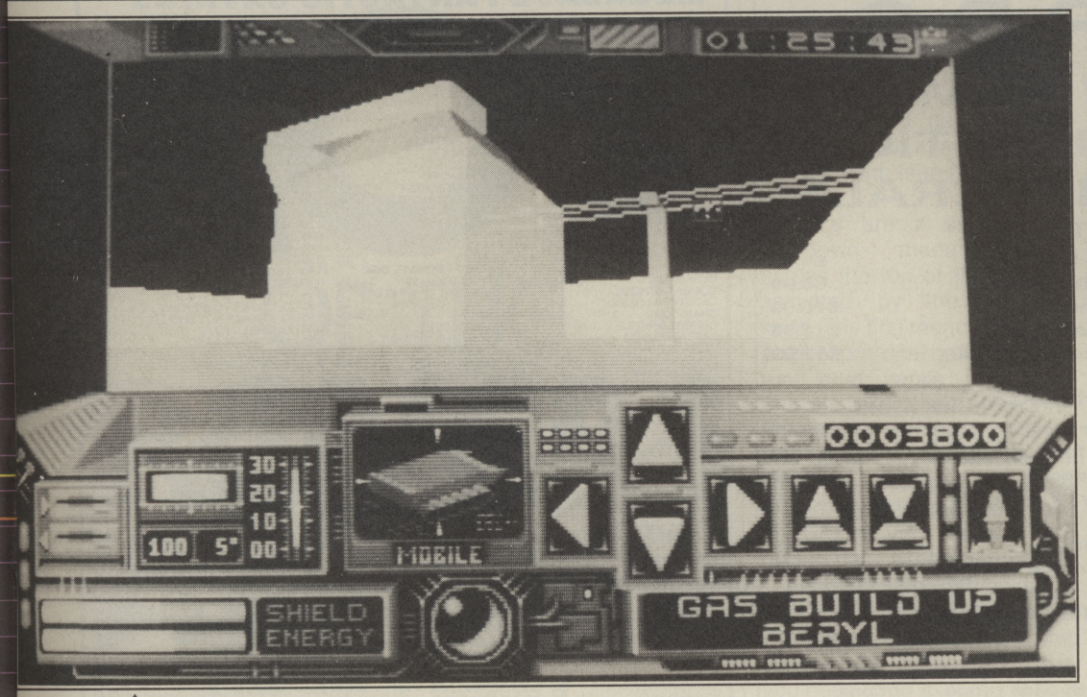
IBM PC EGA/CGA
Disc £19.95

SALES AND MARKETING BY
THE BIG APPLE

NOW AVAILABLE IN AUSTRALIA FROM Y.P.A.

© 1988 DESTINY SOFTWARE
℗ 1988 THE BIG APPLE ENTERTAINMENT CO LTD. ALL RIGHTS RESERVED. UNAUTHORISED COPYING, LENDING, OR RESALE BY ANY MEANS IS STRICTLY PROHIBITED. "DESIGNER PACKAGING" © 1988 THE BIG APPLE ENTERTAINMENT CO LTD. PAT PENDING. THE BIG APPLE ENTERTAINMENT CO LTD. PRESTWICH HOUSE, UNIT 12 BRUNSWICK INDUSTRIAL PARK, BRUNSWICK WAY, NEW SOUTHGATE, LONDON N11 1HX

Prestwich HOLDINGS PLC Company



Shoot the power cables.

DRILLER

Since it was first conceived, *Driller* was wowed as *the* step forward in the direction of the game of the future. Claims of incredible realism and fast, smooth filled vector graphics made the world and his mother sit up and listen. Then the game was released. To be fair, the Spectrum version was pretty hot, but the C64 version left a lot to be desired. Finally, the Amiga version has appeared, and judging by the recent 3D competition to hit the 16 bit market (*Carrier Command, Starglider 2*), it had to be something pretty devastating.

For those of you who don't already know, the basic idea behind *Driller* is that the moon of Mitral (a moon of Evath, a recently human-colonised planet) is in danger of exploding, blowing Evath completely out of orbit and killing lots of Evathians. The reason for the moon's sudden liking to go bang is due to small pockets of gas trapped beneath the surface, which are now turning into big pockets of gas. You have to get up to Mitral and position a rig on each of the moon's 18 faces, the ultimate aim being to release at least 50% of the gas pressure on each one.

On each plane there are clues as to where you have to position a drilling rig. On the first screen, there is a big cross on the ground, so no prizes for guessing where that one goes. On later sections you have to shoot an object or change something to find out where the rig goes.

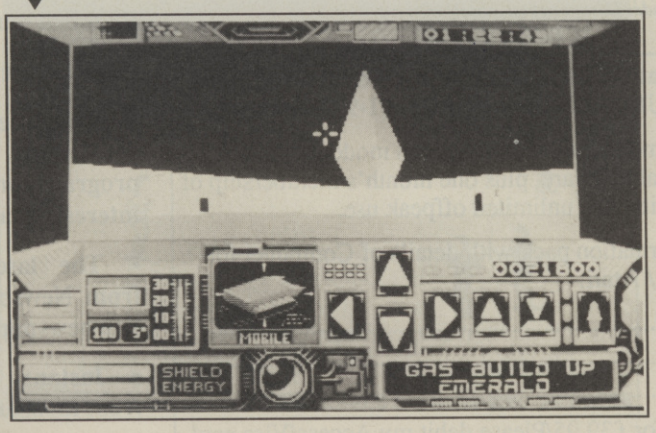
But does *Driller* take advantage of the Amiga's superfast graphics capabilities and wide choice of colours? Does it stretch the machine to its limits? The answers are, in corresponding order, no, no and no. The only differences I can find between this and the 64 version are that this version is faster and the vectors are finer. When I say faster, it's still only about the same speed as *Mercenary* on the 64, with the same vector graphics system. By that I mean that it uses straight, vanishing point vectors rather than curved vectors, which gives it a flat look and very little feeling of distance.

Sound is nothing above average. The same old usual blasting noises coupled with a hum here and there.

It's a shame, really. *Driller* could have been such a good game, had the programmers tried to write it for the Amiga, and not done a simple conversion of all the other formats. After all, who wants a Spectrum game on their Amiga?

Tony Dillon

A bad case of gas.



Incentive
Price: £24.95

SOUND	42%
GRAPHICS	59%
LASTABILITY	48%
PLAYABILITY	59%

56%

TURBO

THE NEW NAME IN QUALITY JOYSTICKS AND PERIPHERALS

JOYSTICKS

TURBO JUNIOR (top quality — low price)	£4.99
TURBO 1/II (Blk/Wht/Blu/Pnk/Turq) (ms)	£6.99
TURBO 2 Super (8 microswitches)	£10.99
TURBO 3 (3 handgrips/6 microswitches)	£11.99
TURBO COBRA handheld (5 microswitches)	£12.99

PERIPHERALS

TURBO CORDER data recorder for C64	£24.99
TURBO CORDER adaptor lead for C16/+4	£3.99
TURBO reset key for C64 user port	£6.99
TURBO GEOS mouse (runs any j/s program)	£24.99
TURBO anti static mouse mat	£4.99
TURBO monitor swivel base for 13"	£13.99
TURBO disk notcher precision/metal	£3.99

TROJAN LIGHT PENS

Commodore C64/C128	£19.95
Commodore C16/Plus 4	£19.95

Superb graphics tools with wide range of options.
Easy to use for all ages to create full colour pictures on screen.
Printer dump. Everything available by post from:

TROJAN SALES & MARKETING
PO Box 411, SKETTY, SWANSEA, SA2 9LD
Tel: 0792 205491

Dealer enquiries welcome

MEGASAVE FANTASTIC SAVINGS

COMMODORE			COMMODORE			AMIGA	
ACTION SERVICE	D2	6.45	MOTOR MASSACRE	D1	6.95	ACTION SERVICE	11.95
AUTHOR	D1	6.95	MINDFIGHTER	D6	10.95	ARMYMOVES	11.95
AFTERBURNER	D2	6.95	MICKEY MOUSE	D1	6.95	BIRDIE	16.95
ARMLYTE	D2	6.45	MINI OFFICE II	D5	12.95	BARDS TALE 1 OR 2	17.95
APACHE GUNSHIP	D5	9.95	MATCH DAY II	D2	6.25	BOOTCAMP 19	11.95
AIRBORNE RANGER	D5	9.95	MARAUDER	D3	6.45	BLAZING BARRELS	11.95
ARKANOID II	D2	6.25	MAD MIX	D2	5.50	BLACK TIGER	16.95
ALIEN SYNDROME	D3	6.45	NIGEL MANSELL PRIX	D1	7.25	BATMAN	14.95
ARCADE FORCE FOUR	D4	6.45	NIGHT RAIDER	D1	6.95	BUTCHER HILL	14.95
A.T.F.	D2	6.45	NETHERWORLD	D1	6.75	CARRIER COMMAND	14.95
BOOT CAMP 19	D3	6.45	NAVCOM 6	D3	6.95	CALIFORNIA GAMES	16.95
BUBBLE BOBBLE	D3	6.25	OUTRUN	D1	6.95	DUNGEON MASTER	14.95
BUGGY BOY	D3	6.45	OVERLANDER	D4	6.45	DALEY THOMPSON OLYPIC	14.95
BEYOND ICE PALACE		6.45	OPERATION WOLF	D3	6.45	DRILLER	14.95
BIONIC COMMANDOS	D4	6.45	OPERATION NEPTUNE	D3	6.45	DOUBLE DRAGON	11.95
BLACK TIGER	D3	6.95	OCEAN COMPILATION	D5	9.95	DRAGON NINJA	14.95
BEARDSLEY EURO FOOTB	D3	6.45	PREDATOR	D3	6.25	ELIMINATOR	13.95
BARD'S TALE	D1	7.25	PAC-LAND	D3	6.45	ELITE	14.95
BUTCHER HILL	D1	6.95	PLATOON	D3	6.45	ESPIONAGE	11.95
BARBARIAN II	D2	6.45	PIRATES	D5	9.95	ECHELON	16.95
CHUCK YEARERS ATF	D5	7.25	PATTON V ROMMEL DISC		11.95	FERNANDEZ MUST DIE	14.95
CYBERNOID II	D1	6.95	PSYCHO PIG UXB	D2	6.75	FISH	14.95
COMBAT SCHOOL	D2	6.25	PRESIDENT MISSING DISC		10.95	FED. OF FREE TRADING	19.95
CALIFORNIA GAMES	D3	6.45	POOL OF RADIANCE	D1	6.95	G. LINEKER SUPER SKILLS	13.95
CHAMPIONS	D3	6.45	PAR 4	D1	9.95	G. LINEKER HOT SHOOTS	13.95
CHUBBY GRISTLE	D3	6.45	PRO SOCCER		6.45	GUERILLA WAR	14.95
CAPTAIN BLOOD	D3	6.45	ROY OF THE ROVERS	D1	6.95	HEROES OF LANCE	16.95
CORRUPTION DISC		10.75	ROBOCOP	D2	6.45	HOSTAGE	14.95
DALEY THOMPS OLY.	D2	6.45	ROAD BLASTERS	D1	6.95	INGRID'S BACK	11.95
DRAGON NINJA	D3	6.45	RED STORM RISING	D5	10.95	LANCELOT	11.95
DOUBLE DRAGON		6.75	RAMBO 3	D2	6.45	LIVE AND LET DIE	14.95
DARK SIDE	D2	6.45	RETURN OF JEDI	D1	6.45	MANACE	11.95
DYNAMIC DUO	D3	6.45	STEALTH FIGHTER	D5	9.95	MOTOR BIKE MADNESS	9.95
DARK FUSION	D1	6.95	STAR WARS	D3	6.45	MOTOR MASSACRE	13.95
ECHELON	D1	6.95	SALAMANDER		5.95	NETHERWORLD	13.95
ELIMINTOR	D1	6.95	SAVAGE	D2	6.45	NORTH AND SOUTH	14.95
EMPIRE STRIKES BACK	D3	6.45	STUNTMAN	D3	6.45	NIGHT RAIDER	13.95
FOOTBALL MANAGER II	D3	6.45	SUPERSPORTS	D1	6.95	OVERLANDER	14.95
FOOTBALL DIRECTOR		6.25	SUPREME CHALLENGE	D5	9.95	OPERATION WOLF	14.95
FOXX FIGHTS BACK	D2	6.75	S.I.D.	D3	6.45	OPERATION NEPTUNE	14.95
FERNANDEZ MUST DIE	D2	6.45	SPACE RACER	D2	6.45	OFF SHORE WARRIOR	14.95
GARFIELD	D3	6.45	STREET FIGHTER	D1	6.95	POWERDROME	17.95
GUILD OF THIEVES DISC		15.95	SUMMER OLYMPIAD 88	D3	6.45	POOL OF RADIANCE	16.95
G.LINEKER'S SOCCER	D1	6.95	STREET SOCCER	D3	6.45	RAMBO III	14.95
G.LINEKER'S SKILLS	D1	6.95	THE DOUBLE		7.95	ROBOCOP	14.95
GUERILLA WAR	D3	6.45	THREE STOOGES DISC ONLY		9.95	RETURN OF THE JEDI	11.95
GI. HERO	D4	6.45	TRACK SUIT MANAGER		6.95	ROAD BLASTERS	16.95
GOLD, SILVER, BRONZE	D5	10.95	THE GAMES (WINTER)	D1	6.95	STAR GLIDER II	14.95
GIANTS	D1	9.95	THE MAGNIFICENT 7	D5	6.45	SPEEDBALL	14.95
HAWKEYE	D2	6.45	TEST DRIVE	D1	7.25	SKY CHASE	11.95
HOTSHOTS	D2	6.45	TARGET RENEGADE		6.25	STUNTMAN	11.95
HEROES OF LANCE	D1	6.75	T-WRECKS	D1	6.95	STAR RAY	14.95
HISTORY IN MAKING	D1	7.50	THUNDERBLADE	D1	6.95	STAR GOOSE	11.95
INTENSITY	D3	6.45	TYPHOON	D2	6.45	STOS (GAME CREATOR)	19.95
IMPOSS. MISSION II	D1	6.95	TIGER ROAD	D1	6.95	STAC (ADV. CREATOR)	25.95
INTRIGUE DISC		8.95	TOTAL ECLIPSE	D3	6.45	SPACE RACER	11.95
IKARI WARRIORS	D4	6.45	TECHNO COP	D1	6.95	THUNDERBLADE	16.95
INGRID'S BACK	D3	9.95	TAITO'S HITS	D5	9.95	THE MAD MIX	9.95
JINXTER DISC		13.95	UNTOUCHABLE'S	D3	6.45	THE KRISTAL	19.95
KATAKIS	D3	6.95	VIRUS		6.25	THE GAMES (WINTER)	16.95
KARNOV	D3	6.45	VICTORY ROAD	D2	5.95	TIGER ROAD	16.95
KONAMIS ARCADE COL.	D3	6.75	VINDICATOR	D2	5.95	TECHNO COP	13.95
LAST NINJA II	D3	8.75	WINTER OLYMIAD 88		6.45	VICTORY ROAD	14.95
LASER SQUAD		6.45	WHIRLIGIG	D2	6.45	ULTIMATE GOLF	13.95
LOCK ON	D3	6.45	WAR MID EARTH		6.95	VIRUS	11.95
LIVE AND LET DIE	D2	6.45	WEC LE MANS	D3	6.45	WEC LE MANS	14.95
LANCELOT	D1	9.95	1943	D1	6.95	ZYNAPS	13.95
			4×4 OFF RD. RACING	D1	6.95	1943	16.95
						4×4 OFF RD. RACING	16.95

Mail Order Only. Postage included Great Britain. EEC add 75p per item. Overseas add £1.50 per item.
Fast service, send cheque/PO to: Megasave, Dept CU, 49H Sutherland Street, Victoria, London SW1 V4JX

Please send for free list of new releases on Amstrad, C16, MSX, Atari ST Amiga, Commodore, Spectrum and +3 state which list. Future League Ltd.
D=Disk: D1 @ £10.95, D2 @ £8.75, D3 @ £9.95, D4 @ £7.95, D5 @ £13.95

compunet

The Live One

Your chance to join Britain's most active CBM 64/128 network!

Check out the network revolution now! Just £39.95 for a modem* and a month's no-obligation guest subscription to Compunet, with unlimited use of the net, FREE, in offpeak time (evenings and weekends)! With over 70 phone numbers throughout the UK and Eire, chances are we're just a cheap local call away . . . send off the coupon now, or ring us, to experience Britain's liveliest, biggest bulletin board.

***1200/75 baud autodial modem, includes Compunet terminal software.*

Compunet, Unit 26, Sheraton Business Centre, Wadsworth Road, Perivale, Middlesex UB6 7JB. Phone (voice) 01-997 2591

.....Please send me my Commodore Communications modem, which includes the Compunet terminal software, plus one month's membership of the net as a Gold subscriber with free unlimited offpeak use.

.....Please send me your information pack with details of Compunet for the CBM 64 and 128 / Amiga / Atari.

Name.....

Address.....

.....

I enclose cheque/postal order for £39.95/Please debit my Access/Visa card No.....Signed.....

- **Europe's biggest on-line CBM64/128 software library of top-quality programs to get down the phone, nearly all FREE!**
- **Instant contact on PartyLine, Compunet's famous real-time chat service.**
- **Roam the spaceways in Federation II, Britain's most advanced multi-user game.**
- **Free electronic mail.**
- **The freedom to join in! Everything you need to put your own text or programs onto the net, or start your own interest area.**
- **The latest world-wide micro news from Newsbytes, the award-winning on-line newspaper from the US nets.**
- **Instant contact, information, help from thousands of other 'netters' . . .**
- **1000s of new items each week!**

ROY OF THE ROVERS

Anyone remember Roy of the Rovers? He's one of those perenially young goodie, goodie footballers whose improbable net busters always save the day despite him being somewhere in his late fifties. Personally, I admire the likes of Paul Davis and Vinny Jones, upholders of the true footballing spirit.

Gremlin's game is really two games in one. The first and more substantial bit is an animated adventure. The second game, a five-a-side football sim, is very much less substantial and looks as though it's been bolted on simply to justify the 'footballing' expectations of any punter who digs deep for it. Without it Roy of the Rovers could have been anybody. Maybe a car salesman?

For what it's worth, I'll let you in on the scenario. Apparently, Roy's teammates have been kidnapped before the Big Match (*why doesn't that happen to West Ham? Ed*). Roy's task is to find all ten of them before it's too late and the promoters pull out. Presumably this means Melchester FC will become a Shopper's Paradise hypermarket (just like Stamford Bridge).

You control Roy with your joystick, wandering through the streets of Melchester, exploring the streets themselves and any buildings you can get into. You can stop and talk to various people, in the hope that they'll give you a clue. As you'd expect, various useful (and useless) objects are to be found and picked up. These, if you get the right ones, should enable you to rescue your teammates from captivity.

There are a set of four pull-down menu options across the top of the screen, activated by the Function keys. The first menu gives you a set of physical options: walk, run, chat, smile and fight. There's also a set of options for picking up, putting down and using any objects you've collected. You can go home (where you'll find more objects), visit your mum or just rest to gain more energy.

Although the gameplay is well implemented, the interminable wandering round the streets gets pretty boring and you need to do a lot of it to find you where various places are. There are some nasty tricks lying in wait though.

Like these two. Go into the police station (on Lettsby Avenue) and they'll merely detain you for questioning and lose you lots of time. Here's another. The bloke in the Kings Arms tells you to get some dosh together and meet another bloke in 25 minutes at the Farmers Arms. So you go home, get your wallet, and somebody mugs you on the way back. Apart from that lot, you'll come across people who pull guns on you or won't let you past etc. All in all, Melchester comes across more like the Bronx than anywhere else.

I'm sure there's a story to be unravelled behind all these going ons but I'm not sure if I can be bothered to find out. By the way, if you run out of time, you can sit back and watch a team of bulldozers make a right old mess of the lush Melchester FC turf.

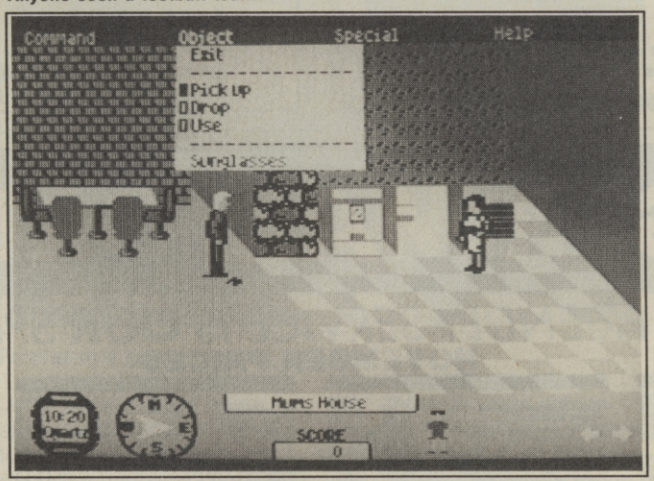
Anyway, you're then transported into the 5-a-side football section which you only get to play in practice mode until you complete the first section.

Now the less I say about the footie bit the better — owing to the fact that it's completely naff. Most glaring booboo is the omission of goalposts. It looked to me as though the goalie had put down a pair of pumps. One consolation is that there's a one or two player option — that's if you can find somebody else stupid enough to play.

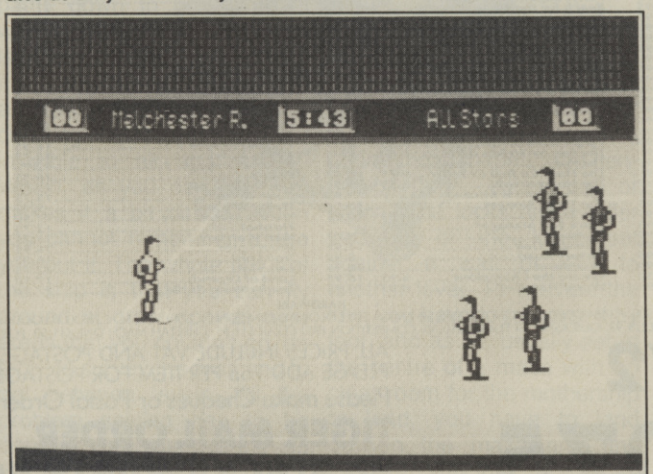
Don't be fooled by the name. If you're expecting an action packed football sim, stay away.

Bohdan Buciak

Anyone seen a football team?



Give us Billy the Fish anytime.



Gremlin
Graphics
Price:
£9.99 cass
£14.95 disk

SOUND: 21%
GRAPHICS: 29%
PLAYABILITY: 45%
LASTABILITY: 35%

40%

BYRITE SOFTWARE SALE

COMMODORE £1.99 each or buy 2 get one free

Starleague Baseball, Discovery, Starrion, Koronis Rift, Rescue on Fractalus, Ice Busters, Comic Bakery, Chain Reaction, Introdroid, Kinetic, Starquake, Uridium, Scary Monsters, Skaterock, Decathlon, Mystery on the Nile, Chameleon, Mounty on the Run, Little Computer people, Centurions, Greyfell, Arc of Yesod, Biggles, Lords of Midnight, Through the Trap Door, Challenge of the Gobots, Superstar Ping Pong, Dandy, Strike Force Cobra, Ranarama, Kups, Mission Omega, Hypaball, Highlander, Sky Runner, Play Your Card Right, Firelord, Be Sleaze, On Court Tennis, Mooncresta, Mountie Mick's Deathride, It's a Knockout, Empire, Rogue Trooper, Davie, Pile Up, The Tube, Polar Pierre, Strattion, Dogfight 2187, On the Tiles, Agent Orange, Transformers, Escap from Paradise, Eagles, Hybrid, Thanatos, Bobby Bearing, Shadow Skimmer, Nemesis, The Warlock, Prodigy, Out on a Climb, Yabba Dabba Do, Bulldog, Magic Madness, Deathscape, Hyperbiker, Future Knight, Sigma 7, Moon Crisis 1999, Jumpin Jimmy, Dead Ringer, Neither Earth, Druid II, Wibstars, Murder of Miami, Fifth Quadrant, Deves Ex, Machina, Hacker II, Way of the Exploding Fist, Xeno, Cyborg, Comet Game, Quake Mins One, Explorer, Temple of Terror, Killer Ring, Krackout, Decaptor, Max Headroom, Temple of Apshai, Egnima Force, Hunchback II. *(Please choose alternative games to avoid disappointment)*

at 2.99 each

Gamestar Basketball, Supersprint, Jailbreak, Grand Master Chess, Pitmans Typing Tutor, Dark Empire, Tommahawk, Quartet, Firetrap, Sidewize, Sentinel, Implosion, Dragon's Liar, Escape from Singe's Castle, Rampage, Hysteria, Firetrack, Star Raiders II, Samuri Triology, Psycho, Soldier, Boulderdash, Boulderdash II, Avenger, Gothik, Magneron, Bobsleigh, Firefly, Back to the Future, Backlamp, Battalion Commander, Battle in Normandy, Combat, Leader, Inheritance 2, Reves -, Roadrunner, Colour of Magic, Thundercats, Guadalcnal, Ninja Hamster, Sho-lins Rd, International Soccer, Black Camp, Sentinal, Rycar, Ramparts, Trantor, Pandora, Chuckie Egg II, Flying Shark.

COMMODORE COMPILATIONS

UNBELIEVABLE ULTIMATE: inc Centombed, Staff of Kainath, Blackwyche, Immotep)	£2.99
PLATFORM PERFECTION: inc (Zorro, Bounty Bob, Bruce Lee, Ghoshchaser)	£2.99
BIG NAME BONANZA: inc (Stellar 7, Fight Night, Forbidden Forest, Talladega)	£2.99
COIN-OP CONNEXION: inc (Crystal Castles, Express Raiders, Metro Cross, Breakthru)	£2.99
CLASSICS ONE: inc (Bobby Bearing, Brain Bloodaxe, Quo Vadis, Wizzardry, Firequest)	£2.99
DURELL BY 4 VOL II: inc (Thanatos, Sigma 7, Deepstrike, Saboteur II)	£2.99
6-PACK VOL 2: inc (into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Light Force)	£3.99

COMMODORE NEW TITLES

Football Manager 2	£5.95	Bionic Commando	£5.95
Gt Giana Sisters	£5.95	Road Blasters	£5.95
Summer Ozympaid	£3.95	IK II	£3.95
Track	£4.95		

COMMODORE 64 DISCS 1.99 Each

Spirit of the Stones, Beamrider, Spinddizzy, Transformers, Battle of Midlway, Pitfall, Superman. Vikings, Captured, Huypaball, Druid, Empire, Decathlon, Polar Pierre, Ankh, Galactic Controller, Murder by the Dozen, Thing on a Spring, Station Redhawk, Mr Robot, William Wobbler, Tracer, Sanction, Infordroid, Kinetik, Escape from Paradise, Lift Force, Pastfinder, Red Arrows, Superstar Ping Pong, Suspended, Starcross, Deadline, Zork III, Zork II, Bo??? of the Rings.

COMMODORE 64 DISCS 2.99 Each

Hit 5, Marble Madness, Super Sprint, Gamestar Basketball, Star Raders II, Best of Beyond, Rambo, Rampage, Druid II, Firetrack, Lucas Film Games Collection.

COMMODORE EDUCATIONAL all at £1.99

Ranch, Numbed Tumblers, Songmaker, Alpha Build, Fraction Fever, Dance Fantasy, Alf, Alphabet Zoo, Agean Voyage, Story Machine, Masterword, Ballooning, Car Journey.

COMMODORE MISCELLANEOUS

Simon Basic + Simons Basic Extn	£14.95	Cluedo, Monopoly, Scrabble cass	£7.95
Geos	£4.95	Fassam, Assembler Disassemb	£2.95
Pascal Disc	£9.95	Super Basic	£2.95
Intro to Basic Pt 1+2 cass	£2.95	Currah Speech Synthesiser	£7.95
Intro to Basic Pt 2 cass	£2.00	Freeze Machine	£27.95
Logo Disc	£2.99	Disc Box Holds 120 5¼	£6.95
Designers Pencil	£1.99	10 Fuji Disc 5¼	£5.00

P+P 1-3 TITLES 75p 4 or More £1.00 overseas orders £1.00 per cass.

VISA

BYRITE SOFTWARE LTD P.O. Box 589 London N14 6SJ Tel 01 882 6833

LOOK! LOOK! LOOK

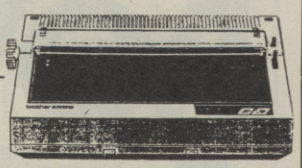
☆ BROTHER HR5 PRINTER ☆

☆ 30 CPS ☆ 9-pin dot matrix
☆ Very quiet and lightweight
☆ Epson compatible
☆ Battery or mains
☆ Thermal or ink print
☆ Standard Centronics

£49.95 plus £3.05 postage
Mains Adaptor £2.95 with printer

☆ BROTHER HR10 PRINTER ☆

Robust, high quality DAISY WHEEL Printer. Available for Serial/Commodore Friction Feed and optional Tractor. Rec. Price £350.00



£109.95 (Tractor Feed £9.95 Extra) Plus £5.05 Post

☆ BARGAIN BUYS ☆

1551 DISK DRIVE **£59.95** + £4.05 p+p
(FOR THE +4)

DPS 1101 Printer **£99.95** + £6.05 p+p
(Commodore dedicated)

UK HOME COMPUTERS

82 Churchward Avenue, Swindon, Wilts
Tel: (0793) 695034

(835)

TIGER MAIL ORDER

FAST & FRIENDLY SERVICE IS **OUR** SPECIALITY

NOVEMBER PRICES

C64 128	Tape	Disk
American Civil War V1		13.95
American Civil War V2		13.95
Arkenoid 2	5.95	9.95
Armalyte	6.50	8.95
Barbarian (PSY)	6.50	
Barbarian 2	6.95	9.95
Bards Tale	6.95	10.95
Bards Tale 3		12.95
Battlefront		13.95
Battles in Normandy		13.95
Beyond the Ice Palace	6.50	10.95
Bionic Commando	7.45	10.95
Bubble Ghost	6.50	10.95
Carriers at War		13.95
Chessmaster 2000	6.95	9.95
Colour of Magic		12.95
D. Thompson Challange	6.95	10.95
Dark Side	6.50	9.95
Desolator	7.50	9.95
Europe Ablaze		13.95
Fernandez Must Die	6.50	8.95
Football Manager 2	6.50	8.95
Foxx Fights Back	6.50	8.95
Gary Lineker Super Skills	6.50	10.95
Gold Silver + Bronze	10.95	12.95
Gutz	5.95	9.95
Halls of Montezuma		13.95
Hawkeye	6.50	8.95
Hotshot	6.50	9.95
Intensity	6.50	8.95
Karate Ace		12.95
Lancelot	6.50	10.95
Laser Squad	6.50	10.95
Last Ninja 2	8.95	10.95
Live and Let Die	6.95	10.95
Marauder	6.50	10.95
Micro Mud		10.50
Micro Soccer	9.95	12.95

C64 128	Tape	Disk
Nigel Mansell's G.P.	6.95	10.95
Night Raider	6.95	12.95
Oops!	6.50	10.95
Overlander	6.50	7.95
Pacland	6.95	10.95
Par 4	6.95	10.95
PHM Pegasus	6.95	9.95
Pools of Radiance	7.50	10.95
Power at Sea		13.95
Puffys Saga		9.95
Reach for the Stars	6.50	10.95
Red Storm Rising	7.95	14.95
Rommel		13.95
Russia		13.95
Salamander	6.95	10.95
Samuri Warrior	6.95	10.95
Sargon Chess		14.95
Serve and Volley	6.95	10.95
Sinbad & Throne of Falcon		10.95
Skate Crazy	6.50	10.95
Skateball	6.95	12.95
Soldier of Fortune	6.50	8.95
Street Sports Soccer	6.50	10.95
Target Renegade	5.95	10.95
The Empire Strikes Back	6.50	10.95
The Fury	6.50	10.95
The Hunt for Red October	9.95	12.95
The Netherworld	6.50	10.95
The President is Missing		9.95
The Three Stooges		10.95
The Train	7.95	10.95
Track Suit Manager	6.95	
Typhoon		9.95
Ultimate Golf		11.95
Victory Road	6.50	8.95
Wasteland		10.95
We are the Champions	6.95	10.95
World Tour Golf	6.95	10.95

AMIGA	Disk
Academy	12.75
Army Moves	15.75
Barbarian 2	12.75
Bards Tale 2	16.95
Batman	15.75
Battle Chess	16.95
Bermuda Project	15.75
Beyond the Ice Palace	15.75
Bionic Commando	17.50
Black Camp	12.95
Bomb Jack	15.75
Bubble Ghost	12.75
Buggy Boy	15.75
Calif[illegible]	17.50
Capone	18.75
Captain Fizz	15.75
Carrier Command	15.75
Colonial Conquest	18.75
Corruption	15.75
Dalek Attack	15.75
Dip[illegible]	39.95
Eng[illegible]	16.95
Empire Strikes Back	12.75
Indy Formula 1	16.95
Football Manager 2	12.75
Gee Bee Air Rally	16.95
Gary Lineker	15.75
Guerilla War	15.75
Helter Skelter	9.95
Heroes of the Lance	17.50
Hotshot	12.75
Ikari Warriors	15.75
Interceptor	16.95
Iron Lord	16.95
Lancelot	12.75
Land of Legends	17.50
Leaderboard Birdie	17.50

AMIGA	Disk
Legend of the Sword	15.75
Major Motion	12.75
Manhattan Dealers	15.75
Menace	15.75
Mortville Manor	15.75
Nigel Mansells G.P.	16.95
Night Raider	14.50
North and South	15.75
Obliterator	15.75
Offshore Warrior	15.75
Operation Neptune	15.75
Platoon	15.75
Powerplay	12.75
Pro Midi Plus	25.95
Rocket Ranger	18.75
Sargon Chess	15.75
Scrabble Deluxe	12.75
Sentinel	12.75
Sky Chase	12.75
Star Fleet 1	16.95
Starglider 2	15.75
Street Fighter	17.50
Street Sports Basketball	14.50
Strip Poker Data Disk	6.95
Sub Battle Simulator	17.50
Summer Olympiad	12.75
Tanglewood	12.95
Thundercats	15.75
Tracers	15.75
U.M.S.	15.75
Ultima V	15.75
Victory Road	15.75
Virus	12.75
Wizards Warz	17.50
Wizball	15.75
World Darts	6.95
World Tour Golf	16.95
Zoom	12.75
Zynaps	12.75

HARDWARE

AMIGA 500 + MODULATOR £359.95. AMIGA 500 + 1084 COLOUR MONITOR £589.95 AMIGA 500 COLOUR BUSINESS PACK £749.95. C64. C. HOLLYWOOD PACK £139.95 ATARI 520 STFM SUPER PACK £349.95. STAR LC10 COLOUR PRINTER £229.95. QUICKSHOT II TURBO £10.50. COMPETITION PRO CLEAR £11.95. CHEETAH MACH ONE £11.50. FOR C.O.D. PLEASE SEND 10% DEPOSIT

0272

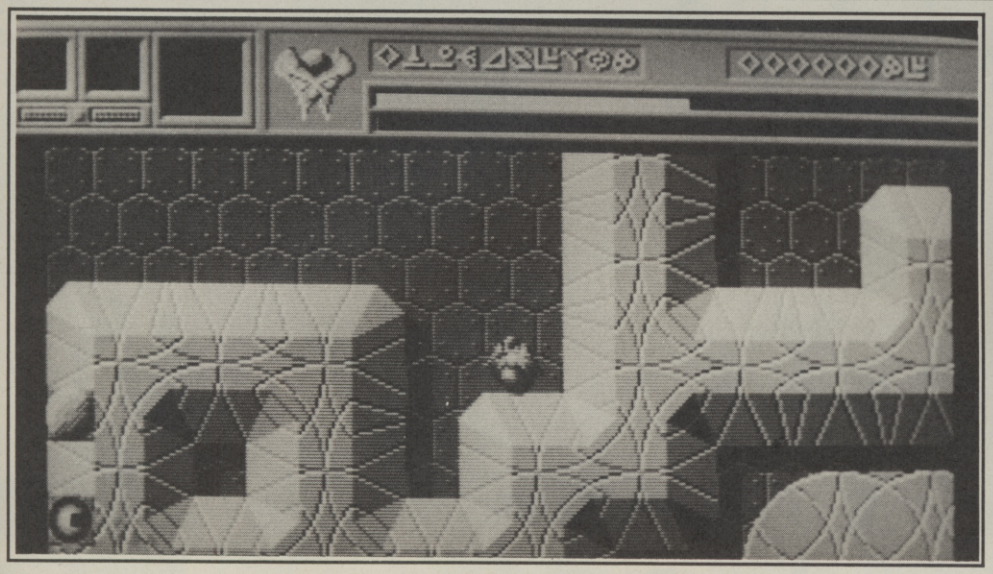
550075

(24 HOURS)

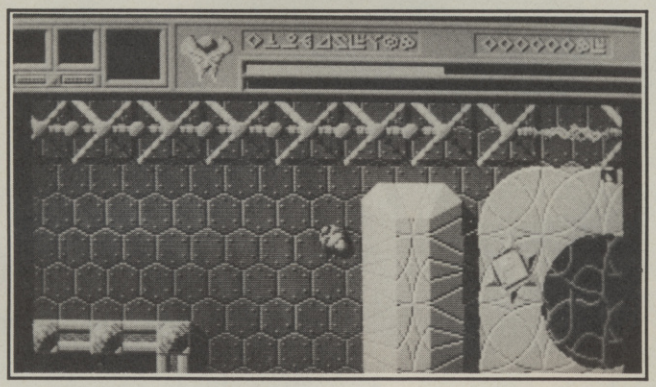
ALL PRICES INCLUDE VAT AND POSTAGE IN UK, E&OE OUTSIDE UK
PLEASE ADD 75p PER ITEM FOR POSTAGE
Please make Cheques or Postal Orders payable to:

TIGER MAIL ORDER
86 BLACKSWARTH ROAD
REDFIELD
BRISTOL BS5 8AS

VISA



FUSION



Parallax *style gaming comes to the Amiga.*

The first thing I saw about this game that I liked was the first page of *Fusion*'s manual, which gives you a short sarcastic plot under the title of Not The Story ('The galaxy is under threat and only you in your very very small Trang fighter can save us...') and then goes on to tell you that *Fusion* is a game. Not a simulation of a futuristic sport, but merely a computer game with you playing it. Credit where credit's due, well done to the writer. Well, it made me laugh, anyway.

The idea behind *Fusion* is to traverse the many alien levels and collect all the parts of The Bomb, and then return to the start level and drop the bomb on the bomb square (recognisable because it looks like a bomb). To get to the other levels, you are going to have to do some puzzle solving.

You start on a metallic looking plateau looking out around the 360° scrolling landscape of large pylons, huge holes and alien vegetation. Pathways lead off the plateau into a mazelike series of connecting paths down to ground level where, somewhere, your ship is hiding. I say hiding because if you are more than a third of a screen away, it turns on its cloaking device, rendering it invisible to all and sundry. Which, as you can imagine, makes it a bit difficult when you cannot remember where you put it. The whole point of the ship is that you can fly around at great speeds over areas that you couldn't go 'on foot,' to survey the area and to get between levels. All the problem solving has to be done on foot, just like the old 64 favourite, *Parallax*. In fact, this game is very similar to *Parallax* in many ways, except of course for the ultimate aim and the bit about the scientists.

The problem solving comes in the guise of locked off areas and keys. The keys are represented by large rectangular blocks on the ground, with a geometrical shape in the centre of them, either red or green. The locks are smaller versions of the keys, set against a wall or exit to another level. To activate the key, you have to run over it by foot, and as it's usually set in the centre of a maze with no clear room for the mothership to land, you have to land outside the maze and find your own way in. Plus you can only activate one red and one green key at once, so you have to plan very carefully which one you select.

You are under constant bombardment by the aliens that populate the plains. Large balls roll in your direction, continually tracking you; gun emplacements pop up *Xenon*like and fire at you; homing missiles come after you all the time. There's just no getting away.

The graphics are really nice. Sharp and colourful. No-one could call the game unattractive. The scrolling isn't exactly smooth, but it does have a very nice parallax effect. Well, not exactly true parallax. The backdrop is two layer, with the rear layer only seen through holes in the front layer. The strange, but very pretty thing is, the rear layer scrolls slightly out of synchronisation with the front, so you get a terrific, if slightly weird, swinging effect.

Sound is quite nice, with a repeating tune all the way through. After a few hours, I can see how it might get boring, but then you can always turn it off.

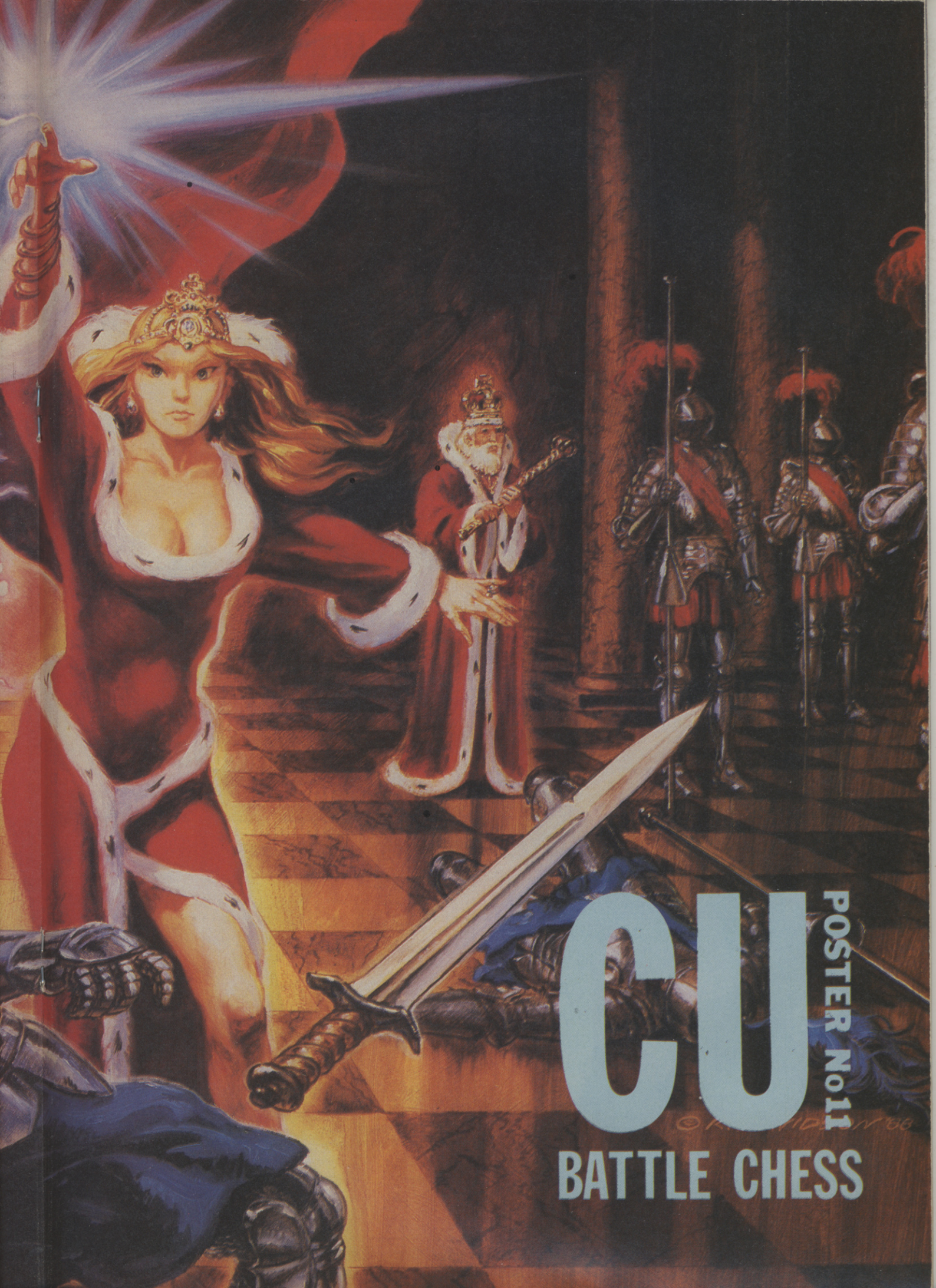
There are two ways you can play *Fusion*. You can either play it as a straight, well balanced cross between frantic blasting and taxing problem solving, or you can take it as a straight shoot-'em-up. Either way, it's a damn good game.

Tony Dillon

Electronic Arts
Price: £19.99

GRAPHICS:	**85%**
SOUND:	**74%**
PLAYABILITY:	**77%**
LASTABILITY:	**75%**

75%


CU
POSTER No 11
BATTLE CHESS

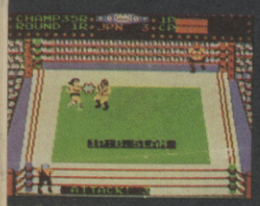
EIGHT • EXPLOSIVE • SPORTS • EXPERIENCES

SPORTS WORLD 88

LEADERBOARD™

10TH FRAME™

HARDBALL™



TAG-TEAM WRESTLING™

U.S. GOLD

Sportsworld'88... survival of the fittest, designed for the toughest

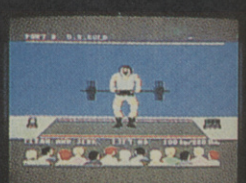
The ultimate collection of sporting challenges, the unique test of skill, stamina, dexterity and endurance. Demonstrate your'e a master of strategy, a ball playing natural and leader of men in the hallowed arenas of American Football, Big League Baseball and International Water Polo.

Go for gold on the athletics track, the weightlifting arena and the archery range. Show off your finer touches on the green baize and pool table. Let off steam in the grunt 'n' grapple zone. Prove you're a winner on the all action ten pin lanes and rolling acres of the championship golf course.

4TH & INCHES™

WATER POLO™

SNOOKER & POOL™



GO FOR THE GOLD™

CBM 64/128 £12.99 cass

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

CBM 64/128 £14.99 disk

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	CBM64 CASS	CBM64 DISK
ACE OF ACES	2.95	
ACTION SERVICE	6.95	9.95
AFTERBURNER	7.45	9.95
AIRBORNE RANGER	9.95	13.45
ALIEN SYNDROME	6.45	9.95
AM CIVIL WAR VOL 1, 2 or 3		14.95
APOLLO 18	6.95	10.45
ARCADE FORCE FOUR	6.95	9.95
ARCTIC FOX	6.95	10.45
ARKANOID 2 REVENGE	6.00	9.95
ARMALYTE	6.95	
ARMY MOVES	3.95	
ARTURA	6.95	9.95
ATHENA	3.95	
BARBARIAN PSYGNOSIS	6.95	
BARBARIAN 2 PALACE	6.95	9.95
BARDS TALE 1	6.95	10.95
BARDS TALE 2 OR 3		10.95
BATTLEFRONT		14.95
BATTLE IN NORMANDY		14.95
BEST OF ELITE VOL 1	3.95	
BEYOND THE ICE PALACE	6.95	9.95
BIONIC COMMANDO	6.95	9.95
BLACK TIGER	6.95	8.95
BOUNCES	2.00	
BUBBLE BOBBLE	5.95	8.95
BUGGY BOY	6.95	9.95
BUTCHER HILL	6.95	9.95
CALIFORNIA GAMES	6.95	9.95
CAPTAIN BLOOD	6.95	9.95
CARRIER COMMAND	9.95	13.95
CARRIERS AT WAR		14.25
CHESSMASTER 2000	6.95	10.45
CHUCK YEAGER	6.95	10.45
CLASSIC COLLECTION	3.00	
COMBAT GAME	6.95	8.95
COMBAT SCHOOL	5.95	9.95
COMET GAME	1.00	
CYBERNOID 1 OR 2	6.95	
DALEY THOMPSON 88	6.50	9.95
DARK FUSION	6.95	9.95
DARK SIDE	6.95	9.95
DEJA VU		13.95
DOOMDARKS REVENGE	2.95	
DOUBLE DEAGON	6.95	9.95
DRAGONSLAIR	2.95	
DRUID	2.00	
EARTH ORBIT STATION		12.95
ECHELON	6.95	10.45
ELITE 6 EAK 1, 2 OR 3	6.95	10.45
EMPIRE	2.95	
EMPIRE STRIKES BACK	6.95	9.95
ENLIGHTENMENT	2.95	6.95
ESPIONAGE	6.95	9.95
EUROPE ABLAZE		14.95
EXPLODING FIST +	6.95	8.95
EYE	3.95	5.95
4x4 OFF ROAD RACING	7.45	10.45
4TH AND INCHES	6.95	9.95
FERNANDEZ MUST DIE	6.95	9.95
FISH		11.95
FIVE COMPUTER HITS	3.95	
FIVESTAR 1, 2 OR 3	6.95	
FLINTSTONES	6.95	9.95
FLYING SHARK	5.00	9.95
FOX FIGHTS BACK	6.95	9.95
FOOTBALL DIRECTOR	6.00	
F15 STRIKE EAGLE	6.95	9.95
FOOTBALL MANAGER	2.95	6.95
FOOTBALL MANAGER 2	6.95	9.95
FREDDY HARDEST	2.95	
FROSTBYTE	2.00	
FUTURE KNIGHT	2.00	
GAME OVER 2	6.95	9.95
GAME SET & MATCH	8.95	11.95
GARFIELD	6.50	
GAUNTLET	2.95	
GAUNTLET 2	6.95	10.45
G I HERO	5.95	8.95
G LINEKER HOTSHOT	6.95	10.45
GOLD SILVER BRONZE	10.45	12.95
GUILD OF THIEVES		13.95
GUNSHIP	9.95	13.95
HALLS OF MOTEZUMA		14.95
HAWKEYE	6.95	9.95
HEADCOACH	2.95	
HEAD OVER HEALS	3.50	
HEROES OF LANCE	6.95	10.95
HOTSHOT	6.95	8.95
HYPERBALL	1.50	
ICUPS	1.50	
IKARI WARRIORS	6.95	9.95
IMPACT	6.95	
IMP MISSION 2	7.45	10.45
INFILTRATOR 2	6.95	9.95
INTENSITY	6.95	8.95
INT KARATE	2.95	6.95
I O	6.25	9.95
JEWELS OF DARKNESS	9.00	11.95
KNIGHTORC	9.95	9.95
KONAMI COLLECTION	6.95	12.95
LANCELOT	9.95	11.95
LAST NINJA	6.95	9.95
LAST NINJA 2	8.95	9.95
L'BOARD PAR 4	9.95	12.95
LIVE AMMO	6.95	9.95
MADBALLS	5.95	

TITLE	CBM64 CASS	CBM64 DISK
MAGNIFICENT 7	6.95	12.95
MARAUDER	6.95	9.95
MATCHDAY	5.95	9.95
MEGA APOCALYPSE	7.45	10.45
METROCROSS	2.95	
MICKEY MOUSE	6.95	9.95
MICROMUD		10.95
MINDFIGHTER	9.95	13.95
MINI OFFICE 2	9.95	13.95
MINI PUTT	6.95	10.45
MORPHEUS	9.95	11.95
MOTOR MASSACRE	6.95	9.95
1943	6.95	9.95
19 BOOTCAMP	6.95	9.95
NETHERWORLD	6.95	9.95
NIGEL MANSELL GP	6.95	10.45
NIGHTRAIDER	6.95	9.95
NODES OF YESOD	2.00	
OOOPS	6.95	9.95
OPERATION WOLF	6.00	9.95
OUTRUN	7.45	10.45
OVERLANDER	6.95	9.95
PACLAND	6.25	9.95
PANDORA	2.95	
PAPERBOY	2.95	
PATTON VS ROMMEL		10.95
PAWN		13.95
PEPSI MAD MIX	5.50	8.95
PETER BEARDSLEY	6.95	9.95
PHM PEGASUS	6.95	10.95
PIRATES	9.95	13.95
PLATOON	6.95	9.95
POOL OF RADIANCE	7.45	10.45
POWER AT SEA		10.95
POWER PYRAMIDS	6.95	
PREDATOR	7.45	10.95
PRESIDENT MISSING		10.95
RACE AGAINST TIME	4.95	
RAMBO 3	5.95	9.95
REACH FOR STARS		14.95
RED OCTOBER	9.95	13.95
RED STORM RISING	9.95	12.95
ROAD BLASTERS	6.95	9.95
ROBIN OF WOOD	1.50	
ROBOCOP	5.95	9.95
ROLLING THUNDER	7.45	10.95
ROMMEL		14.95
ROY OF ROVRES	6.95	9.95
R TYPE	7.45	10.45
720	7.45	9.95
SALAMANDER	6.25	
SAMURAI WARRIOR	5.95	9.95
SAVAGE	6.95	8.95
S D I (ACTIVISION)	7.45	10.45
SENTINEL	2.95	4.95
SHOOT EM UP CON KIT	10.95	
SIDEARMS	7.45	10.45
SIDEWIZE	2.95	
SILENT SERVICE	6.95	9.95
SILICON DREAMS	9.95	9.95
SKATECRAZY	7.45	10.45
SKATE OR DIE	7.45	10.45
SOLDIER OF FORTUNE	6.95	8.95
SOLDIER OF LIGHT	6.50	9.95
SOLID GOLD	7.45	10.95
SPY V SPY ARCTIC	2.95	
SPY V SPY TRILOGY	6.95	9.95
STAR WARS	6.95	9.95
STEALTH FIGHTER	9.95	13.95
STREETFIGHTER	6.95	9.95
STREET SOCCER	7.45	10.95
STRIP POKER 2	6.95	9.95
SUMMER OLYMPIAD	6.95	9.95
SUPER HANGON	7.45	10.95
SUPERSPORTS	6.95	9.95
SUPREME CHALLENGE	8.95	11.95
3 STOOGES		10.95
10 GREAT GAMES 1 OR 2	6.95	
20 CHARTBUSTERS	6.95	
TAIPAN	3.95	
TAITO COIN OPS	8.95	11.95
TARGET RENEGADE	5.95	9.95
TECHNO COP	7.45	10.95
TERRAPODS	6.95	
TEST DRIVE	6.95	10.45
THE GAMES WINTER	7.45	10.95
THUNDERBLADE	7.45	10.45
THUNDERCATS	6.95	9.95
TIMES OF LORE	6.95	9.95
TIME & MAGICK	9.95	9.95
TIME STOOD STILL	6.95	9.95
TRACKSUIT MANAGER	6.95	9.95
TRAIN ESCAPE	6.95	10.45
TRANTOR	6.95	9.95
T WRECKS	6.95	9.95
TYGER TYGER	6.95	8.95
TYPHOON	6.00	8.95
ULTIMATE GOLF	6.95	9.95
VINDICATOR	5.95	9.95
VIRUS	6.95	9.95
VIXEN	6.95	10.45
WASTELAND		10.95
WE ARE THE CHAMPS	6.95	12.95
WHIRLIGIG	5.95	8.95
WIZBALL	3.95	
WORLD GAMES	2.95	
WORLD TOUR GOLF	8.00	9.95

TITLE	AMIGA
ACTION SERVICE	11.95
ADV ART STUDIO	14.95
AFTERBURNER	16.95
ALIEN SYNDROME	11.95
ALT REALITY	11.95
BACKLASH	11.95
BARBARIAN 1 OR 2 PAL	11.95
BARDS TALE 1 OR 2	16.95
B A T	17.95
BATTLE CHESS	17.95
BIONIC COMM	16.95
BLACK LAMP	11.95
BLAZING BARRELS	11.95
BOMBJACK	14.95
BONE CRUNCHER	9.95
BUBBLE BOBBLE	11.95
BUGGY BOY	14.95
BUTCHER HILL	13.95
CALIFORNIA GAMES	17.95
CAPONE	14.95
CAPTAIN FLOOD	14.95
CARRIER COMMAND	14.95
CHESSMASTER 2000	16.95
CHRONOQUEST	19.95
COLOSSUS CHESS	16.95
COMBAT SCHOOL	14.95
CORRUPTION	14.95
CYBERNOID 1 OR 2	16.95
DALEY THOMPSON 88	14.95
DEFENDER OF CROWN	18.95
DEJA VU	11.95
DELUXE MUSIC CON SET	49.95
DELUXE PAINT 2	49.95
DELUXE PRINT 2	49.95
DELUXE PRODUCTION	99.95
DELUXE VIDEO	49.95
DOUBLE DRAGON	16.95
DUNGEON MASTER	14.95
EARL WEAVER BASEBALL	16.95
ELIMINATOR	13.95
EMPIRE	16.95
ENLIGHTENMENT	14.95
EPT	14.95
ESPIONAGE	11.95
EXOLON	16.95
FAERY TALE ADV	29.95
FANTAVISION	29.95
FED OF FREE TRADE	14.95
FERNANDEZ MUST DIE	14.95
FISH	14.95
FERRARI FORMULA 1	17.95
F15 STRIKE EAGLE	14.95
FINAL COMMAND	17.95
FLIGHT SIM 2	26.95
FLT DISC 7 OR 11	13.95
FLT DISC EUROPEAN	13.95
FLT DISC JAPAN	13.95
FOOTBALL MANAGER 2	11.95
FRONTIER	14.95
GAME OVER 2	13.95
GARFIELD	11.95
GIGANOID	9.95
GUILD OF THIEVES	14.95
GUNSHIP	14.95
HAWK	17.95
HEROES OF LANCE	16.95
HOLLYWOOD HIJINX	7.95
HUNT FOR RED OCTOBER	14.95
IKARI WARRIORS	14.95
INTERCEPTOR	16.95
IRON LORD	17.95
JET	26.95
JEWELS OF DARKNESS	11.95
JINXTER	14.95
KENNEDY APPROACH	14.95
KNIGHTORC	11.95
LANCELOT	11.95
LAND OF LEGENDS	16.95
LEADERBOARD BIRDIE	16.95
LEGEND OF SWORD	14.95
MARS COPS	11.95
MENACE	12.95
MONSTERS OF NIGHT	17.95
MORTVILLE MANOR	15.95
MOTORBIKE MADNESS	9.95
MOTOR MASSACRE	13.95
1943	16.95
NETHERWORLD	13.95
NIGHT RAIDER	13.95
OPERATION WOLF	14.95
OVERLANDER	14.95
PANDORA	11.95
PAWN	14.95
PLATOON	14.95
POOL OF RADIANCE	16.95
POWERDROME	16.95
PUFFYS SAGA	17.95
QUADRALIEN	14.95
REACH FOR STARS	17.95
RETURN TO ATLANTIS	16.95
RETURN TO GENESIS	11.95
ROCKET RANGER	19.95
ROLLING THUNDER	16.95
SARGON 3 CHESS	16.95
SAVAGE	14.95
SCRABBLE DELUXE	13.95
SENTINEL	11.95
S. F. HARRIER	14.95
SHADOWGATE	14.95
SILENT SERVICE	14.95
SKATEBALL	17.95
SKY CHASE	14.95
SOLITAIRE ROYALE	14.95
SPACE HARRIER	14.95
STARFLEET	16.95
STARGLIDER 1 OR 2	14.95
STAR RAY	14.95
STEALTH FIGHTER	16.95
STRIP POKER 2	9.95
DATA DISCS:-	
BEV & DAWN	7.45
LEE & ROY	7.45
RACHEL & KIM	7.45
SUZANNE & BIANCA	7.45
SUMMER OLYMPIAD	11.95
TECHNO COP	13.95
TESTDRIVE	16.95
THREE STOOGES	19.95
THUNDERBLADE	16.95
THUNDERCATS	14.95
TIME & MAGIK	11.95
TRACERS	16.95
TRINITY	7.95
TRIVIAL PURSUITS	11.95
ULTIMATE GOLF	13.95
UNIV MILITARY SIM	14.95
VERMINATOR	14.95
VIRUS	11.95
WEIRD DREAMS	14.95
WHIRLIGIG	11.95
WIZBALL	14.95
XENON	14.95

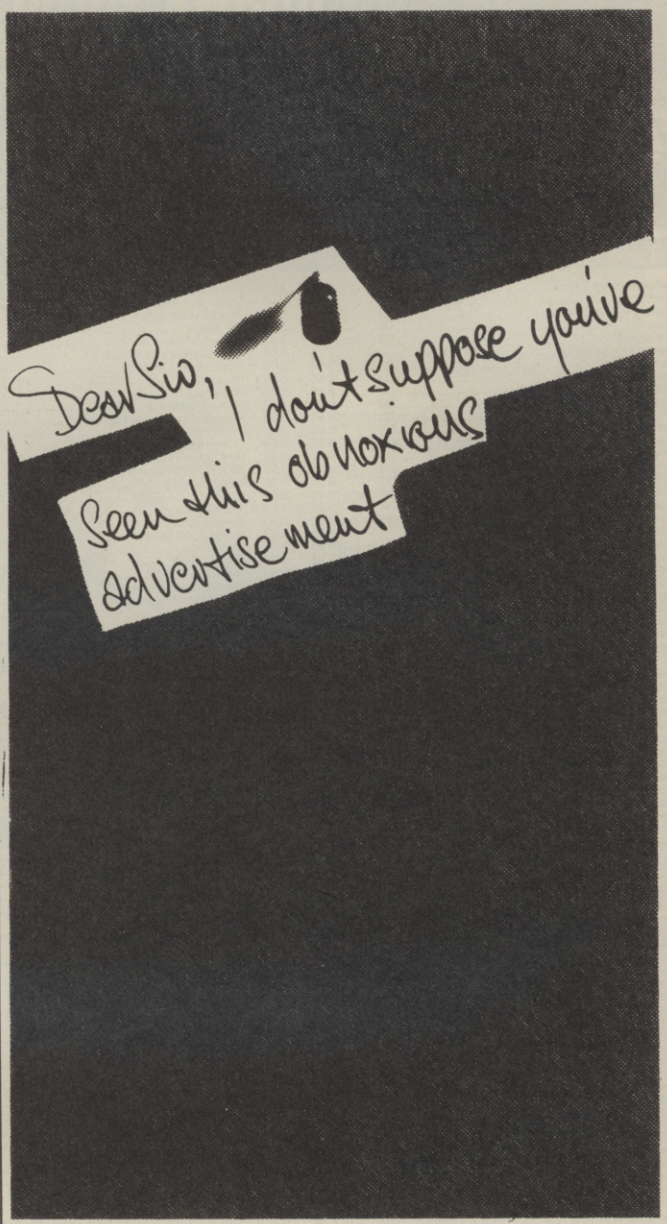
Please send cheque/PO/Access/Visa No. and expiry date to:

TRYBRIDGE LTD, 72 NORTH STREET, ROMFORD, ESSEX RM1 1DA

Please state make and model of computer when ordering.

P&P inc. UK on orders over £5.00. Less than £5.00 & Europe add £1.00 per item. Elsewhere please add £2.00 per item for airmail.

TEL. ORDERS: 0708 765271



We welcome complaints from the public about advertisements in the press, on posters and in the cinema. It helps us keep advertising standards high. But we also monitor a considerable amount of advertising, and take the necessary action ourselves.

If you'd like to know more about our work, and receive a copy of the rules, please write.

The Advertising Standards Authority.
We're here to put it right.

ASA Ltd., Dept. X, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

S.D.C.

309 Goldhawk Road, London W12 8EZ

RING
01-741 1222,
01-995 3652
OR 0525 371884

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies "Special Offers".

ENQUIRIES
01-748 3597

Title			
Enlightenment (Druid II)	D3	9.95	2.99
Firefly	D3	8.95	3.99
Head Over Heals	D3	8.95	2.99
Arkanoid	D3	8.95	2.99
Arkanoid II	D3	8.95	3.99
Starglider (Disc only)		17.95	4.99
Living Daylights	D2	9.95	2.99
Target Renegade	D3	8.95	5.99
Renegade	D3	8.95	3.99
Rastan	D3	8.95	3.99
Wizball	D3	8.95	2.99
Combat School	D3	8.95	5.50
Star Wars	D2	9.95	3.99
Empire Strikes Back	D2	9.95	4.99
Army Moves	D3	8.95	2.99
Vindicator	D3	8.95	5.99
Gutz	D3	8.95	3.99
Platoon	D4	9.95	5.99
Matchday II	D3	8.95	5.50
Designers Pencil		14.95	3.99
Game Over	D3	8.95	2.99
Defender of the Crown	D2	12.95	3.99
We Are The Champions	D1	9.95	5.99
Magnificent 7	D1	9.95	5.99
Konami Arcade Collection	D1	9.95	5.99
Game, Set & Match	D1	12.95	7.99
Konami Coin Op Hits		9.95	3.99
They Sold A Million	D2	9.95	3.99
They Sold A Million	D2	9.95	3.99
They Sold A Million	D2	9.95	3.99
Death or Glory		9.95	99p
Cybernoid II	D1	9.95	7.95
Armalyte	D3	9.99	6.99
Foxy Fights Back	D3	9.99	6.99
Emlyn Hughes Int. Soccer	D3	9.95	6.95
Thunder Blade	D2	9.99	6.99
Intensity	D3	9.95	6.95
Sinbad and the Throne of the Falcon		14.99	9.99
Daley Thompsons Olympic Challenge	D2	9.95	6.95
Typhoon	D3	8.95	5.99
Salamander	D3	8.95	5.99
Tiger Road	D1	9.99	7.99
Ultimate Golf	D1	9.99	7.99
Superhang On	D2	9.99	6.99
NavCom 6	D3	9.95	6.95
L.A. Crackdown Disc Only		14.99	1.99
Echelon	D1	12.99	9.99
Double Dragon	D2	9.95	6.95
Micro Soccer	D4	14.95	10.50
Heroes of the Lance	D2	9.99	6.99
Hysteria		8.95	2.99
Jailbreak		8.95	1.99
Jet Set Willy II		8.95	1.99
Knight Games II		9.95	2.99
Knight Games II (disk only)		14.99	3.99
Last Ninja II	D2	12.99	9.99
Leaderboard Collection	D4	14.99	12.50
Legions of Death		9.95	1.99
Lords of Midnight		9.95	0.99
Manic Miner		8.95	1.99
Manic Miner + Jet Set Willy II		9.95	2.99
Mickey Mouse	D1	9.99	8.50
Moon Cresta		9.95	0.99
Nether Earth		9.95	1.99
Netherworld	D1	9.95	8.50
Night Raider	D2	9.99	6.99
Octapolic		9.95	2.99
Octapolis (disk only)		14.95	3.99
Overlander	D3	9.99	6.95
10 Great Games Vol II		9.99	8.50
19 (Boot Camp)	D2	9.99	6.99
1943	D1	9.99	6.99
Barbarian II	D2	9.99	6.95
Bionic Commandos	D2	9.99	8.50
DareDevil Dennis		7.45	0.99
Darkside	D2	9.99	6.95
Double Take		8.95	1.99
Eddie Kidd's Jump Challenge		8.95	1.50

Title			
Elevator Action		9.95	1.99
Fernandez Must Die	D3	9.99	6.95
Football Manager II	D2	9.99	6.99
G.I. Hero	D3	9.99	6.99
Games Winter Edition	D1	9.99	8.50
Gary Lineker's Hot-Shot	D1	9.99	8.50
Gold Silver + Bronze	D5	14.99	12.50
Gunship	D4	14.95	10.50
Hawkeye	D3	9.99	6.99
Pool of Radiance	D2	9.99	6.99
President is Missing (disk only)		12.95	9.99
Project Stealth Fighter	D4	14.95	10.50
Quake Minus 1		9.95	0.99
Red Storm Rising	D4	14.95	10.50
Rev. Mutant Camels (disk only)		14.95	1.99
Road Blasters	D1	9.99	8.50
Sherlock		14.95	1.99
Skate Crazy	D1	9.99	8.50
Street Fighter	D1	9.95	8.50
Street Sport Soccer	D1	9.99	8.50
Sun Star		9.95	0.99
Super Sprint		9.95	2.99
T-Wrecks	D1	9.99	8.50
White Lightning (disk only)		39.95	7.99
Winter Games (disk only)		14.95	4.99
Zim Zala Bim		9.95	0.99

Title AMIGA			
19 (Boot Camp)		19.99	13.99
1943		24.99	21.95
Faery Tale Adventure		29.99	21.99
Sarcophaser		14.95	11.50
Ikari Strikes Back		19.99	9.99
Empire Strikes Back		19.99	9.99
Atron 5000		14.95	10.50
Powerplay		19.99	13.99
Pandora		19.99	12.50
Scrabble Deluxe		19.95	13.99
Bubble Ghost		19.95	13.99
Echelon		24.99	28.50
Virus		19.95	12.50
Pacmania		19.95	13.50
Tiger Road		19.99	15.50
Rocket Ranger		29.99	29.99
Fish		24.95	15.95
Zynaps		24.95	17.99
P.O.W.		29.99	17.99
Capone		29.99	17.99
Garfield		24.95	16.50
Menace		19.95	12.95
Star Wars		19.95	9.99
Enlightenment		19.95	10.99
Deluxe Paint		79.95	10.99
64 Emulator		89.99	26.99
Chrono Quest		29.99	20.99
Tera Quest		19.99	13.50
Major Motion		19.95	11.99
Silicon Dreams		19.95	6.99
Jewels of Darkness		19.95	6.99
Strike Force Harrier		24.95	11.99
Uninvited		29.99	13.50
Plutos		19.95	5.99
Winter Olympiad		19.95	5.99
Offshore Warrior		24.95	15.50
Maniax		14.95	10.50
Veteran		14.95	10.50
Revenge II		14.95	10.50
Elite		24.95	15.50
Star Goose		24.95	15.95
Around the World in 80 days		24.95	16.50
Fantavision		29.95	20.95
Pro Sound Designer		79.95	54.95
Alien Syndrome		19.95	13.95
Alternative Reality		19.95	16.50
Army Moves		24.95	16.95

Title AMIGA			
Barbarians (Psygnosis)		24.95	16.95
Barbarian II		19.99	13.95
Bermuda Project		24.95	16.95
Beyond Ice Palace		24.99	16.95
Bionic Commandos		24.99	16.95
Captain Blood		24.95	16.95
Carrier Command		24.95	16.95
Corruption		24.99	16.99
Daley's Olympic Challenge		24.95	16.95
Dungeon Master		24.95	16.95
European or Japanese Scenery		19.99	13.95
Fernandez Must Die		24.99	16.99
Flight Simulator II		39.95	27.50
Football Manager II		19.99	13.95
Garrison I or II		24.95	21.95
Gary Lineker's Hot Shot		19.99	16.50
Giganoid		14.95	10.50
Hawkeye		24.99	21.99
Helter Skelter		14.95	10.50
Heroes of the Lance		24.99	16.99
Hopping Mad		14.95	10.50
Hunt For Red October		24.95	16.95
Ikari Warriors		24.99	16.99
Insanity Flight		24.95	16.95
International Soccer		19.95	13.95
Jet		39.95	27.50
Jinks		24.99	21.99
Jinxster		24.95	16.95
Joe Blade		9.95	6.95
Land of Legends		24.99	16.99
Leaderboard Birdie (Not A500)		24.99	21.99
Leatherneck		19.95	13.95
Leisure Suit Larry		19.99	13.99
Mickey Mouse		19.99	16.50
Mindfighter		24.95	16.95
Netherworld		19.99	16.50
Night Raider		19.99	16.50
Obliterator		24.95	16.95
Overlander		24.99	16.99
Peter Beardsley's Int. Soccer		19.99	13.95
Photon Paint		69.99	45.50
COMPUTER HITS			
Little Computer People			
Hacker II		29.99	14.99
Deep Space			
Brataccas			
Platoon		24.95	16.95
Pool of Radiance		24.99	16.99
Pub Pool		9.99	6.99
Quadralian		24.99	16.95
Roadblasters		24.99	16.95
Sargon III		24.95	16.95
Scenery Disc 7 or 11		24.95	16.95
Shadowgate		29.95	21.99
Sherlock Holmes		24.95	16.95
Sidewinder		9.99	6.95
Sinbad & Throne of Falcon		29.99	21.95
Sky Chase		19.99	13.99
Space Harrier		24.99	16.99
Space Quest II		24.95	16.95
Starglider II		24.95	16.95
Starray		24.95	16.95
Strip Poker II		14.95	10.50
Sub Battle Simulator		24.99	21.99
Summer Olympiad		19.95	13.95
Terrorpods		24.95	16.95
Three Stooges		29.95	21.09
Thundercats		19.95	13.95
Time & Magik		19.95	13.95
Ultima IV or V		29.95	21.95
Universal Military Simulator		24.95	16.95
Where Time Stood Still		24.95	16.45
World Darts		14.95	5.99
Xenon		19.95	13.95
Zoom		19.99	13.95

DISK PRICES D1=12.50 D2=10.50 D3=9.99 D4=14.99 D5=21.99

ANY GAME NOT LISTED PLEASE CONTACT US, FOR PRICES AND LISTS OF SOFTWARE

S.D.C. ORDER FORM

Please send me the following titles. BLOCK capitals please!
Type of computer _____

	Amount
Total Enclosed £	

Date .....

Name .....

Address .....

.....

.....

.....

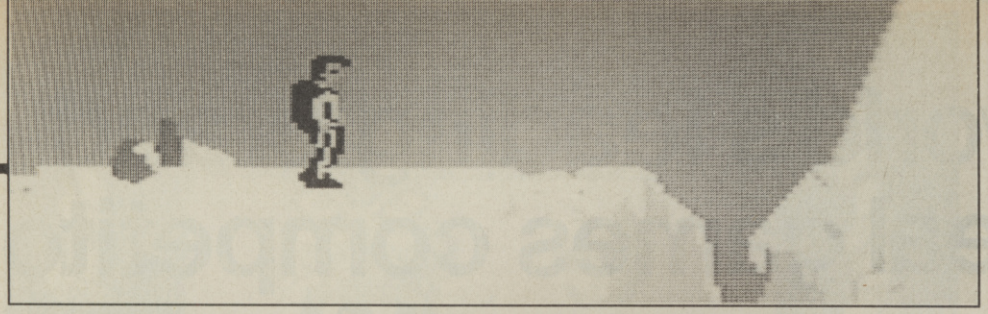
Tel. No. .....

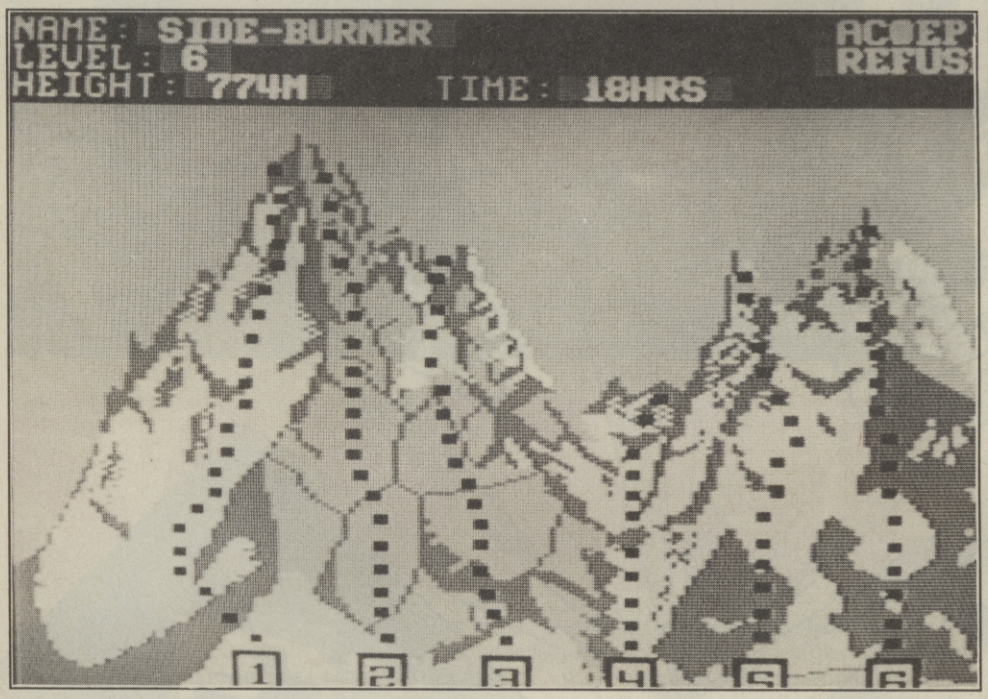
Please make cheques or postal orders payable to **S.D.C.**

Prices include P&P within the UK: Europe please add £1 per tape:
Elsewhere please add £1.50 extra per tape

VISIT
OUR NEW SHOP
18 MARKET SQUARE
LEIGHTON BUZZARD
BEDS.

Open to public 10am-8pm 7 days a week





FINAL ASSAULT

Epyx
Price: £9.99 cass
£14.99 disk

Having experienced the whip of wind through hair and the crash of rock against head first hand, I was somewhat dubious as to the nature of a rock climbing simulator. To start with there is a distinct lack of physical effort involved, and a five thousand foot rock face doesn't fit on my 21" TV.

Before you can start the real heavy biz of scaling the summit of mount whatever-it-is, you first have to learn the rudiments of mountaineering. You are given control of a little person kitted out with every conceivable piece of equipment, and not subject to any weight restrictions. The first thing my little man told me — I decided to call him Greville in the end (*? — Ed*) — was that he was cold, so I rummaged through his back pack and made him wear the kind of items his mum would pack like anoraks and woolly knickers.

Walking was fairly easy — deft left-right movements are called for — until a wacking great chasm opened up taking Greville completely by surprise as it swallowed him. A scrolly message then appeared telling me that we should have checked the ground ahead of us, but seeing how it was training nothing serious had happened to Greville. Phew, what a relief.

After I'd mastered walking, I decided we needed a real challenge. So being a fearless adventurer-type I set Greville on the longest route to the top to be seriously simulated. A few more flip screens of walking, then Greville was placed precariously on a wall of ice. With a quick reference back to the instructions I pushed up on the joystick and Greville obliged by hammering his ice picks into the surface. Pulling down then caused him to bang his knee into the ice, and a quick tap on the fire button saw him haul himself up a few feet. After several million repetitions of this exercise. The ice petered out into rock and rather than the previous side-on view, the image changed to that from the rear.

Climbing the rock is achieved by moving the character's arms and legs into various embarrassing positions in order to obtain the best possible grip on the surface. With skillful use of the rope, soft shoes and chalk, Greville succeeded in getting absolutely nowhere. Now was the time to look for the cheat. I soon discovered, that if you move fast enough up the slope the computer doesn't have enough time to check the positions of all Grev's limbs and therefore doesn't have time to make him fall back down again. Subsequently it took another two minutes to complete the game.

At the summit, the screen changed to that of Greville holding an American flag with a broad grin on his face; this was in turn replaced by a newspaper headline and it was back to the start screen.

At this point I was not in any way tempted to go for another crack of the glacier by taking one of the five other paths: if you've seen one, you've seen 'em all.

A very poor offering on the whole, on a subject that right from the start would seem foolhardy to try to convert to a home micro. The gameplay is so thin that it requires a toupé. Graphically it's weak. Blocky sprites (especially poor Greville, bless him) do nothing for the game. There is though, a very soothing piece of title screen music — but even that tends to make you nod off. A fitting introduction, methinks . . .

Mark Patterson

SOUND	41%
GRAPHICS	48%
LASTABILITY	25%
PLAYABILITY	28%

27%

The world's leading brand for the real games competitor

Have you got your hands on one yet?

EUROMAX

BESSINGBY INDUSTRIAL ESTATE, BRIDLINGTON
NORTH HUMBERSIDE YO16 4SJ, ENGLAND
TELEPHONE: 0262 601006/602541
FAX NO. 0262 400068

Please send me full details

Name .....

Address .....

64

Screen Scene

SAVAGE

Is this really possible? The 64 soundtrack sounds incredibly similar to the Amiga demo I've seen, right down to the squillions of samples. Quite simply, it's mindblowing. Without doubt the best soundtrack I've ever heard on the humble old' 64, and that's just the title music. I'll laugh wholeheartedly at the next Amiga owner who says 8-bit is dead, then stick this disk up his bot passage with a cry of "boot this, sucker!"

Getting back to the review, *Savage* is a huge, muscle-bound bucket of love, whose ladyfriend has been kidnapped by some evil force and imprisoned in a ghost-filled castle. Of course, Savage wants to get her back. And who wouldn't?

The obvious thing for him to do is to get out the inexhaustible supply of magic axes and go in on a mass killing spree. This he does, running left to right along the long corridors, Trantor-like, until he reaches the exit to the next level. In places along the corridors there are huge chasms that have to be leaped, often three or more in a row, with only a small pedestal between them. Miss your footing and it's down you go.

Get through the first section, and Savage has to fly on a jetbike through Death Valley. Viewed in 3D with the same kind on stripy, scrolling landscape as games like *Out Run* and *Roadblasters* (though much smoother and faster than either of these, and indeed any previous effort) you have to pilot your way between huge green man eating monoliths while shooting whichever baddies happen to be on the sublevel you are currently on (There are 3). On the first, rotating skulls float eerily in the distance; on the second, large bounding ghosts spring about in front of your gunsight and on the third? That's a surprise.

Savage has made it to the end of Death Valley and has realised that instead of bringing him closer to his love, it's taken him further away. So he gets back as quick as possible, only to find that his journey has taken him to a different entrance, one far too small for him to fit through, so he calls on the assistance of his Eagle to aid him.

The eagle has to fly through a labyrinth of tunnels and cells in search of the young lady, attacked by and attacking ghosts and statues, avoiding all the traps that can be sprung just by flying in the wrong place. Fly too close to a spike trap and you could find yourself impaled. Try to fly through a group of nasties and instead of just losing energy, you could lose your head!

That's how it looks on paper, but what's the game really like? Excellent is probably the most appropriate word I can come up with. For a start it's immensely playable with very fast responses and a difficulty level high enough to keep you coming back for more.

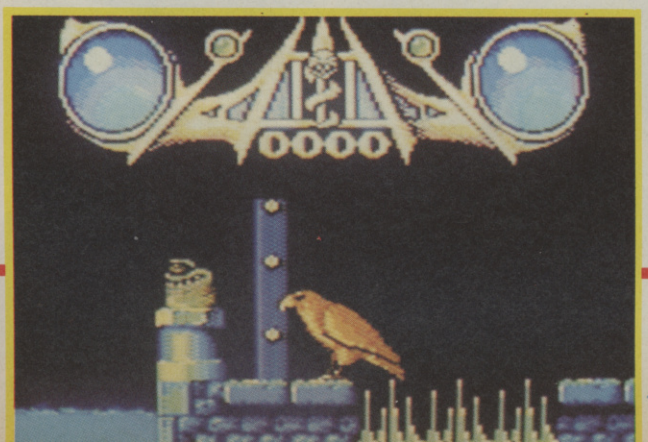
Graphics are among some of the best I've ever seen on the 64. Large and well defined (apart from the main sprite on level 1. Brown! I ask you?!!) The animation is first rate, smooth, fast and realistic. The eagle on level 3 has to be seen to be believed.

The sound though is its highpoint. Lots of great tunes and FX, with lots and lots of samples. The title tune is the best though, probably the best ever. Beating *Mega Apocalypse* and even the wonderful *Commando* hi-score table tune hands down.

Buy *Savage*. If you don't, then you're a bigger nurd than the one on the advertisement.

Tony Dillon

Firebird
Price:
£9.99 cass
£12.99 disk



GRAPHICS 87%
SOUND: 93%
PLAYABILITY: 86%
LASTABILITY: 79%

76%

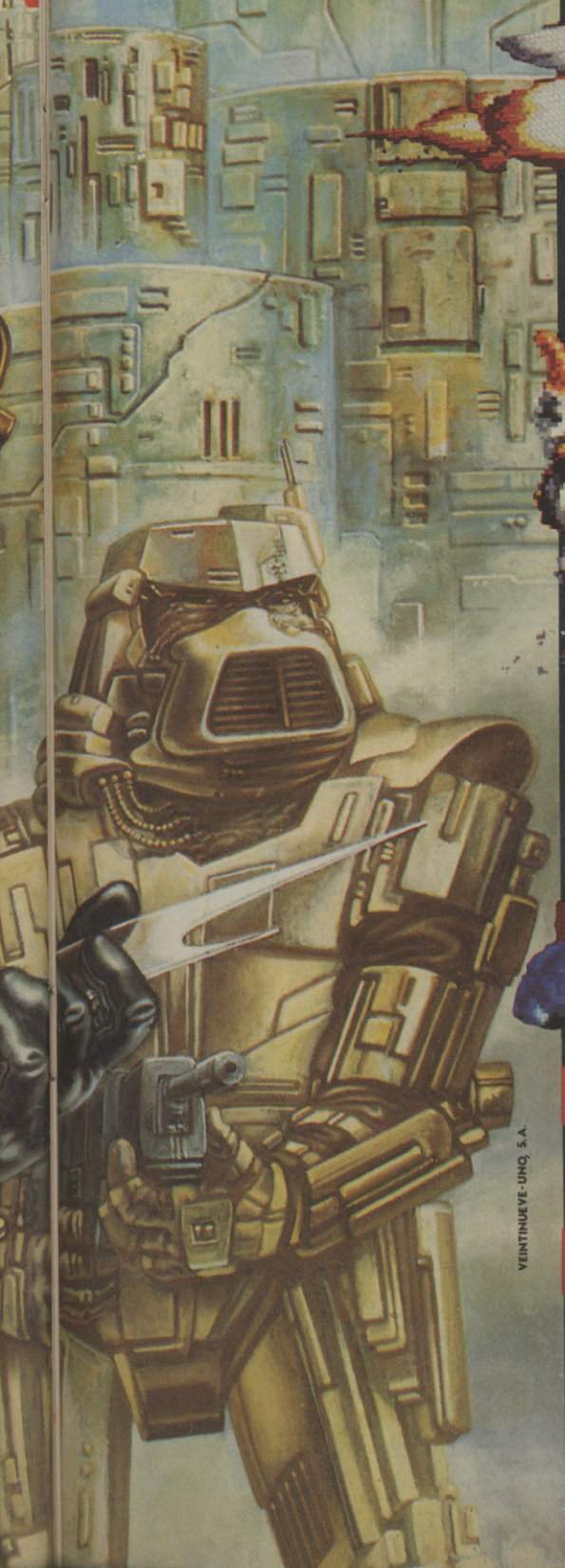
The Ad
GAM
The
A N

venture Goes On

GAME OVER II

Video-Game

NEW TASK STANDS BEFORE YOU...



APPROACHING PHANTIS

You must rescue ARKOS, the hero of the rebellion against GREMLA, who has been imprisioned. You combat the kamikaze hordes, dodging missiles and avoiding balls of incandescent magma. Once you enter the caverns of the planet PHANTIS you fight your way through.

STRUGGLING ON

After abandoning the ship you capture an ADREC in order to continue advancing on the planet. A dagger is the sole weapon you rely on to fend off the inhabitants. You fight against the enemy troops. You have to steal a weapon. And advance forward, straight ahead. Nothing can detain you.

THE PRISON

You cross swamps, mountains and forests... there are enemies all over. The way to the prison becomes more hazardous the further you advance. You take command of a helicopter, descend into the entrails of the planet, and arrive at the prison. It is heavily guarded. Will you be capable of freeing ARKOS?.

AMSTRAD

COMMODORE

PC

ATARI ST

SPECTRUM

★ SPECTRUM ★ AMSTRAD CPC ★ COMMODORE 64 ★ MSX ★

8.95 CASS — FREE GAME OVER FREE — DISK **12.95**

★ PC COMPATIBLES ★ ATARI ST ★

19.95 DISK

DISTRIBUTED BY

ELECTRONIC ARTS™

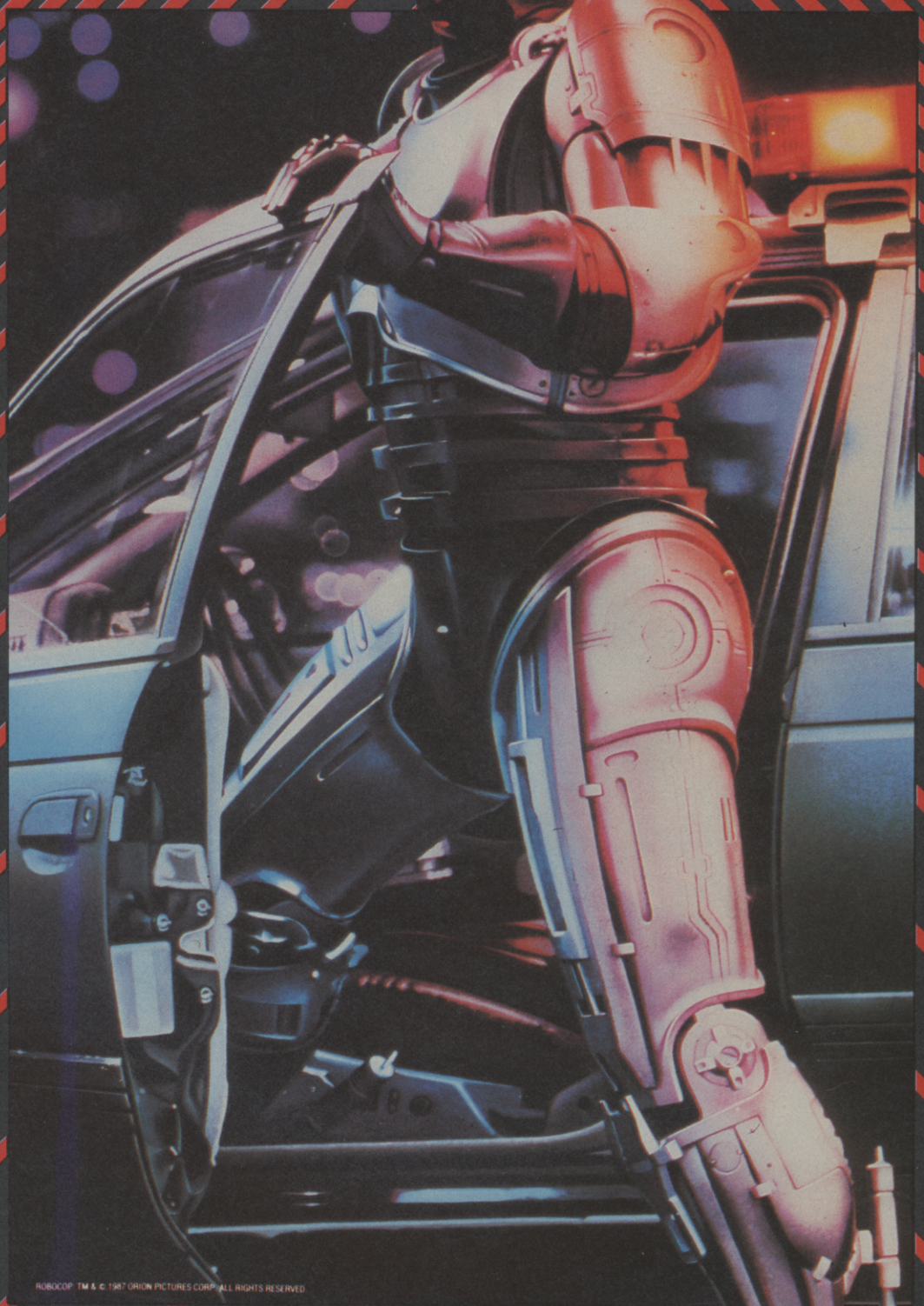
For a full broadsheet describing the complete range or information on your nearest stockist write to: Electronic Arts, 11-49 Station Road, Langley, Berkshire SL3 8YN, England. Or call our Customer Services Dept. on 0753 46465.

DINAMIC

VEINTINUEVE-UNO, S.A.

COMING SOON!

ROBOCOP™



ROBOCOP TM & © 1987 ORION PICTURES CORP. ALL RIGHTS RESERVED.

DATA EAST

ocean®

BUBBLE GHOST

Deep inside an old, dark castle, the spirit and soul of some nameless deceased have become separated and float aimlessly through the surreal rooms and corridors of the deserted building.

The person's spirit has taken the form of a smiling ghost (perhaps he hasn't realised he's dead yet) of the white-sheet variety, while the soul is encapsulated in a transparent bubble. For some unexplained reason, the ghost is charged with guiding the bubble around the 34 flick-screen rooms of the castle, and while the ghost may be guided through the variety of obstacles in a suitably ethereal mananer, the bubble is extremely fragile and bursts at the slightest contact. Since the ghost cannot actually touch anything, he moves the bubble by blowing it:

A tap on the SHIFT key on the fire button and the ghost puffs out his little cheeks and the bubbles move accordingly, drifting along slowly until blown in another direction. Blow for too long and the spirit turns red.

As the bubble reaches the exit (a gap in the brickwork) the next screen slithers into view, and the ghost continues in this way until all 34 screens have been negotiated.

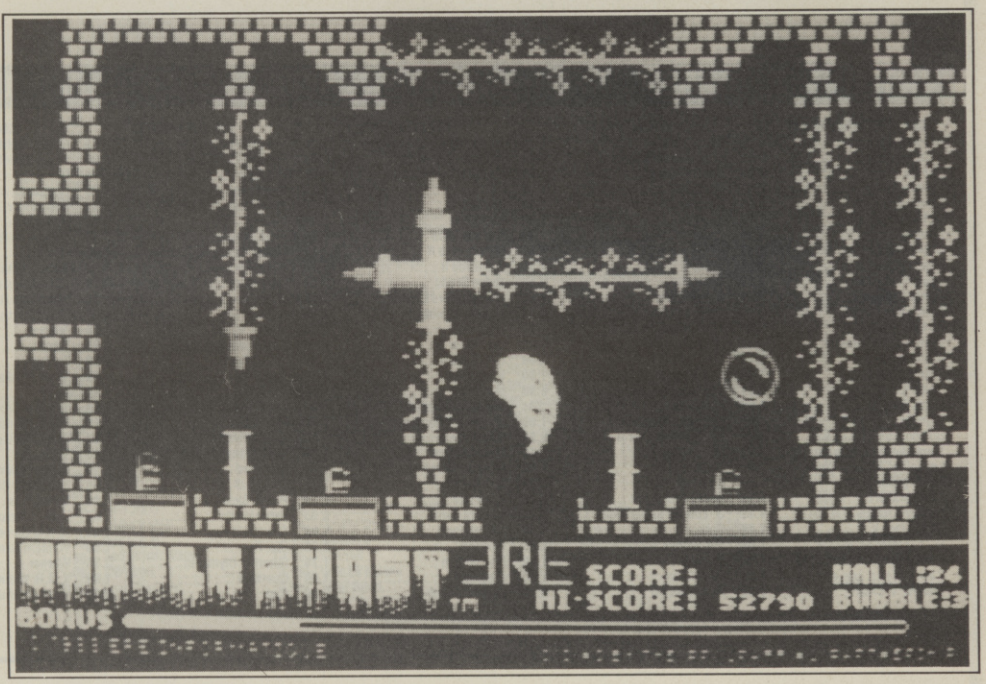
As can be seen from the screenshots, the scenery is typically French — ie, odd! The rooms are full of weird objects, many animated, and are full of little 'gags' which facilitate the need to blow objects to help progress.

Bubble Ghost is a fairly original, if simple concept, but the gameplay is quite addictive.

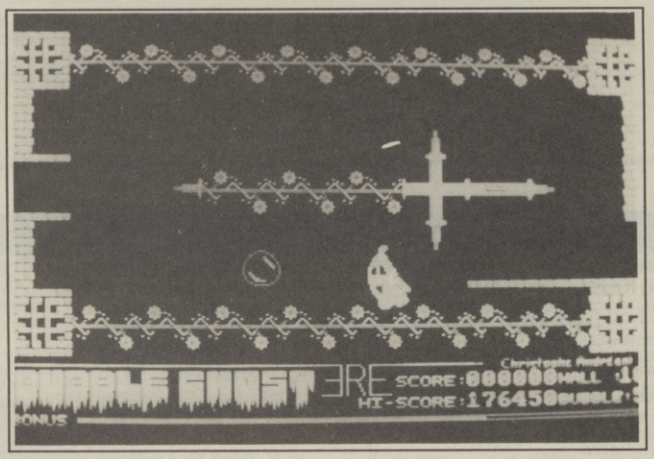
The novel control method is tricky to get to grips with — the 64 version requires the fire button to be used to blow *and* rotate the ghost by holding it and moving left or right on the joystick. But it soon becomes second nature, and the bubble can be guided around with amazing precision: It wasn't long before I was whizzing through the screens — in fact, after only a few days' play. I had got through 27 of the 34 screens. This is fine for me, but rather more worrying for those of you contemplating shelling your hard earned on it.

Bubble Ghost is fun — but at a cost; if it had a cheaper price tag it might be a more viable proposition.

Steve Jarratt



It's not exactly **Interspectre.**



Infogrames/Ere Informatique
Price:
£14.95 disk
£9.95 cass

AMIGA £19.95

There's little graphically to separate the Amiga version from its 64 counterpart.

The control method is slightly easier for the simple reason that the mouse allows you to rotate the ghost, whilst clicking makes him blow. This is the only place too where added sound enhances the 16 bit version. Make the ghostly geezer blow too hard and he'll collapse with a wheezy cough.

It's also the easiest version, so twenty quid is definitely too steep.

SOUND:	**29%**
GRAPHICS:	**18%**
LASTABILITY	**33%**
PLAYABILITY:	**80%**
OVERALL:	**60%**

SOUND:	**32%**
GRAPHICS:	**40%**
LASTABILITY:	**27%**
PLAYABILITY:	**52%**

43%

NOW TAKEN VISA

Castle Computers

DEPT C.U.1
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

C64 CLEARANCE CASSETTES

Arconoya II	4.99
Acro Jet	2.99
Fire Fly	3.00
Donkey Kong	2.99
Starglider	3.99
Gothik	2.99
Sentinel	2.99
Dark Septre	2.99
Magnetron	2.99
Legions of death	2.99
Street fighter	7.25
Space Harrier	2.99
1943	7.25
Barbarian (Psynosis)	6.50
Barbarian II	6.50
Bobby Bearing	1.00
Bottle for Normandy	2.99
Bards Tale	6.99
Big deal	50p
Bull dog	50p
Black Hawk	50p
Legend of Amazon Women	50p
The Big Sleeze	1.99
B24 Bomber	3.99
Airborne Ranger	9.95
Bomb Jack II	2.99
BC's Quest for Tyes	1.00
Challenge of Gobots	1.50
Cauldron II	1.00
Cleaver + Smart	1.00

C64 CLEARANCE

Centurions	1.99
Championship Sprint	1.99
Dantes Inferno	1.00
Discovery	1.00
Dragons Lair	1.99
Eagles	1.00
Explorer	1.00
Eve	1.99
Druid II	1.99
Desolator	6.50
Evening Star	6.50
Empire Strikes Back	6.50
Fight Night	1.50
Dragons Lair II	1.99
Falcon Patrol	50p
Fire Track	1.00
The Fury	6.99
Future Knight	50p
The Fifth Quadrant	1.00
Football Manager II	6.50
Glider rider	1.75
Greyfell	1.00
Gridiron	2.00
Grand Prix Sum	1.75
G. Lineker Super Skills	7.25
Gutz	4.99
The Games Winter edition	10.50
Galactic Games	1.99
High Noon	2.50
HunchBack II	2.50

C64 CLEARANCE

How to be a complete Bos	1.99
Highway Encounter	50p
Undium	50p
I.O.	6.50
Intensity	6.95
Implosion	1.99
Itari Warriors	6.50
Johnny Rob II	2.99
Joe Blade II	1.75
Judge Dredd	2.99
Leader Board Executive	2.99
Legend of Sinbad	1.99
Life Force	1.00
Last Ninja	6.99
Last Ninja II	8.50
Marauder	6.99
Mach	1.99
Mermaid Madness	50p
Mercenary Compendium	6.99
Mean Streak	1.50
Ninja Shadow	1.00
Ninja Scooter Sim	1.75
Nite Raker	1.75
Nosferata	1£.75
19 Boot Camp	6.50
Netherworld	6.99
Okinawa	3.99
Pro Ski Sim	1.70
President	1.00
Psycho Soldier	2.56

C64 CLEARANCE

Pro Skateboard Sim	1.75
Pandora	2.99
Prodegy	50p
Prohibition	1.99
Pink Panther	6.99
Platoon	6.50
PHM Pegasus	6.99
Chuck Yega's AFT	7.25
Firarri Formula 1	6.99
Cave Mam Ugh Olympics	6.99
Chain Saw Warrior	6.99
Skate or Die	6.99
Instant Music	1.25
Game over two	6.99
Test Drive	6.99
Apollo 18	6.99
The Train	6.99
Rack 'Em	6.99
Fast Brake	6.99
Steel Thunder	6.99
Nigel Mansell's Grand Prix	6.99
Iron Lord	6.99
Skate Ball	6.99
Puffys Saga	6.99
Sabre Wolfe	1.00
Solomons Key	1.99
Star Fox	1.00
Summer Olympiad	3.95
Quartette	1.99
Oink	2.99

C64 CLEARANCE

Stealth Fighter	9.95
Super Sprint	1.99
Rampage	2.99
Ramparts	1.00
Rebounder	2.99
Room 10	50p
Rescue on Froctulius	75p
Rebel	1.99
Robin of the Wood	2.99
Racing Destruction Set	3.95
Rockfords Riot/Boulderdash	1.00
Street Haste	1.99
Tracker	2.99
Tetns	2.99
Trontor	2.99
Three Musketers	1.00
Ace II	2.75
Thunder Cross	1.00
Thing bounces back	1.99
Target Renegade	6.50
Typhoon	6.50
Up and downer	1.99
Sub Battle Sim	7.25
Venegance	1.50
Venom Strikes Back	6.99
Winter Games	1.99
Western Games	1.99
Werner	99p
X.O.R. Games Designer	2.99
Yes Primeminister	2.50

C64 CLEARANCE

Hawkeye	6.50
X is Alpha Mission	2.99
Yogi Bear	1.50
Zig Zag	1.99
Sidewalk	2.50
Wonderbus	4.95
World Man	2.99
Warrior II	1.00
IW+	2.99
PSi Warrior	50p
Enigma Force	50p
Lords of Midnight	1.25
Battle Stations	3.95
Dark Castle	6.50
Battle Island	6.50
Defender of the Crown	3.95
Andy Capp	2.99
Bedlam	2.99
Tobrook	4.95
Bismark	4.95
Sorcerer lord	6.95
Pegasus Bridge	5.95
Black lamp	2.99
Annuls of Rome	7.95
Battle of Britain	3.95
Battle of Midway	3.95
Power Struggle	3.95
Frankenstein	2.99
Fields of Fire	2.99
Guadal Canal	2.99

WE NOW OFFER AN EVEN FASTER S
USING 1st CLASS POST. PLEASE STATE C
P & P 50p ON ALL ORDERS UNDER
OVERSEAS £2 P

NOW'S THE TIME TO BUY

C64 COMPILATIONS
Supreme Challenge
Sentinel, Starglider, Elite, Ace II, Tetris. A Supreme price only **8.95**

6 PACK VOL II
Light Force, Inter Karate, Ace, Batty, Shocking Rider, In to the Eagles Nest, Six great games **2.99**

Sporting Classics
Barry McGuigans Boxing, DeCathlon, On field football, Star league baseball, great American Cross Country Roadrace, to clear at **3.00**

Arcade Alley
Kung Fu Master, Karate Champ, Last Mission, Express Raider, Breakthru, Tag team, Wrestling, Again to clear **3.99**

Platform Perfection
Zorro, Ghostcharter, Bounty Bob, Bruce Lee, Sale Price **2.99**

C64 COMPILATIONS
Play It Again
10th Frame, Leaderboard, Leaderboard Executive, Super Cycle, Metrocross, Leaderboard Tournament, Pitstop II. One of our best sellers **5.95**

Pack of Aces
Inter Karate, Boulderdash, Nexus, Who dares wins II, Well worth it at **2.99**

Now games 4
Dan Dare, Back to the Future, Hocker, Mission Omega, Jona Barringtons Squash, Must go at **3.99**

Summer Time Specials
Solomons Key, Bravestar, Captain America, Trantor, Rygar, World Class Leaderboard, Special Price **8.95**

Star games I
Way of the Tiger, Barry McGuigans Boxing, Beachhead II, rescue on Fractulus, Featuring several classics at **2.99**

SUMMER GOLD
10th Frame, Impossible Mission, Rebel Planet, Dam Busters, Bruce Lee, Beachhead II, Try to beat it at **2.99**

Prestige Collection
Eidolan, Rescue on Fractulus, Karonis Rift, Ballblazer, Excellent value **2.99**

Kids Play
Xeno, Prodigy, Bounces Nomad, Monty on the Rum, Barny McGigans Boxing, Bounty Bob, Starion, Electroglide, Sky Fox, All time Favourite!

Gold, Silver, Bronze!
Summer games, Winter games, Summer games II. Save £5.00 only **9.95**

Elite Collection 1
Bombjack, Airwolf, Commando, Frank Bruno's Boxing. Be quick for this one at **3.50**

C64 COMPILATIONS
Elite Collection II
Paperboy, Ghosts and Goblins, Bombjack II, Battleships. Won't last long at**4.99**

Arcade Force Four
Indiana Jones, Gauntlet, Road Runner, Metrocross, deeper dungeons. Last few! **6.50**

Durell Big 4 Vol II
Saboteur II, Thanatos, Deep Strike, Sigma 7. An "oldie" "but a goodie" **3.99**

Solid Gold
Gauntlet, Ace of Aces, Leaderboard, Infiltrator, Winter Games. New reduced to **4.50**

10 Great Games II
Mask, Bulldog, Autw'ssemn Monty, Samur, Triology, Convoy Raider, Jack the Ripper II, Death Wish III, Basil Grt Mouse Detective, Rebounder, Thing Bounces Back! Our Price **6.99**

C6 COMPILATIONS
10 Grt Games
Avenger, Future Nights, Crackout, Bounder, Footballer of the Year, Trailblazer, Highway Encounter, Monty on the Run, West Bank, Jack the Nipper. To clear last so only **3.50**

Tatio Coin Op Hits
Flying Shark, Bubble Bubble, Slap Fight, Arkanoid, Rastan, Arkanoid II, Renegade. Highly recommended at **8.95**

Can of Connxion
Crystal Castles, Breakthru, Metrocross, Express Raider. To clear **2.50**

Frank Bruno's Big Box
Ghosts & Goblins, 1942, Commando, Scooby Doo, Bombjack, Batty, Air Wolf, Battleships, Frank Bruno's Boxing, Saboteur. Kiddies favourite at **8.95**

Classic Collection
Pyjama Rama, Auto Mania, The Witches's Cauldron, Battle of Planets. Last few only **2.99**

C64 DISKS
INFOCOM DISKS

BallyHoo	9.95
Border Zone	9.95
Infidel	9.95
Nord & Bert	9.95
Hitchhikers Guide	9.95
Sherlock	9.95
Suspended	9.95
Hollywood Hijinx	9.95
Zork I	9.95
Dead Line	9.95
Zork II	9.95
Zork III	9.95
Trinity	9.95
Star Cross	9.95
Witness	9.95
A Mind Forever	9.95
Stationfall	9.95
Lurking Horror	9.95
Sea Stalker	9.95
Bureacracy	9.95
Plundered Hearts	9.95
Suspect	9.95
Moonmist	9.95
Sorceror	9.95

9.95 EACH ANY TWO FOR 17.95
ANY THREE FOR 23.95
ANY FIVE FOR 30.00

DEPT C.U.1
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

C64 CLEARANCE

Gryzar	2.99
Gauntlet I	2.75
Gauntlet II	3.95
Gunboat	1.99
Auf Wiedersen Monty	1.99
Arc of Isod	1.50
Armagedon Man	1.99
Game Star Baseball	1.99
Army Moves	2.75
Book of the dead	1.50
Bride of Frankenstein	1.75
Bazooka Bill	1.50
Big trouble little China	1.99
Biggles	1.00
Bobsleigh	2.50
Basket Master	2.99
Basil Mouse detective	1.99
Camelion	.50
China Reaction	1.99
Indiana Jones	2.99
Comet game	.50
Convoy Raider	1.50
Hysteria	2.99
Dandy	.75
Druid	1.50
Dandare	1.50
Deathwish II	1.99
Dark Empire	1.99
Action Force	2.99
Captain America	1.99
Enduro Racer	2.99
Kornai	1.99
Transformers	1.99
Exolon	2.99
Top fuel Challenge	2.50
Saboteur II	1.99
720°	2.99
Spy v Spy	1.99
Ace of Spies	2.75
Election	1.99
Knightmare	2.99
Falcon Renegade Lord	1.00
Road Runner	2.99
High Frontier	2.50
The Inheritance	1.50
Renegade	3.50
Rastan	3.50
Rygar	2.99
Indoor Sports	2.99
I Alien	1.50
Jack Nipper II	2.50
Jet Boys	1.00
Kung Fu Monster	1.00
Krack Out	1.50
Hat trap	1.00
Jailbreak	1.99
Laurel & Hardy	1.00
Leviathan	1.00
Last Mission	2.99
Labyrinth	1.50
Lazer Tag	2.99
Masters of the Univrse (Mvie)	1.99
Mask II	1.99
Mario Bros	2.99
Tracksuit Manager	6.50
My Chess II	2.99
Mean City	1.99
Max Torque	1.50
Mega Opocalpse	1.50
Mystery of Nile	1.99
Mandroia	1.50
Scooby Doo	2.50
Nodes of Vsod	1.50
Nemesis Finali Chall	2.50
Nemesis Warlock	1.99
On the Tiles	1.99
Octopus	1.99
Out of this World	1.00
Polar Piere	1.99
PSI 5 Trading Co	1.99
Skate Spurt Sister	7.25
Mickey Mouse	6.99
Risk	1.99
Raid 2000	.99
Roma Rama	.99
Red L.E.D.	1.99
Red Storm Rising	10.95
T Wrecks	6.99
Road Blasters	6.99
Shadow Skimmer	1.99
Traxxirn	1.50
Tigers in the snow	2.99
G.I. Hero	6.50
Salamanda	6.50
Time Fighter	1.50
Through the Trap Door	2.50
Daley Thompson Olympic Challenge	6.75
Top Fuel Challenge	2.50
Vindicator	6.50
Shadows of Moredor	2.99
Silent Service	6.50
Scary Monsters	1.99
Skate Rock	1.99
Snap Dragon	12.50
Shanghai	1.50
Samuritrilogy	1.99
Strike Force Harrier	2.99
Sydney Affair	1.99
Hopping Mad	6.99
Bionic Commandos	6.99
Ailen Syndrome	6.50
Flinstones	6.50
Cyberoid II	6.99
Impossible Mission II	6.99
Double Dragon	6.99
Rambo 3	6.99
Batman	6.99
Wec Le Manns	6.99
Tiger Road	7.25
Black Tiger	7.25
The Untouchables	6.99
Gurilla Wars	6.99
R. Type	6.99
After Burner	6.99
Corporation	2.99
Thunder Blade	7.25
Heroes of the Lance	7.25
Pool of Radiance	7.25
Echelon	7.25
4x4 Off Road Racing	7.25
Led Storm	7.25
Light Force	2.75
Scorpion	2.75
Total Eclipse	6.99
Designers Pencil	2.99
Diamond	2.99
Intensity	6.50
Soldier of Fortune	6.99
Savage	6.99
Dynamic Duo	6.99
Startreck	6.99
Exploding Fist +	6.99
PAC Mainia	6.99
Espionage	6.99
Power Pyramids	6.99
Pacland	6.50
Overlander	6.99
Roy of the Rovers	6.95
Katakis	7.25
Lancelot	6.99
Peter Beardsley's Football	6.99
Butcher Hill	7.50
Dark Fusion	7.50
Motor Massacre	7.50
Techno Cop	7.50
Artura	7.50
Night Raider	7.50
Final Countdown	7.25
Out Run Europa	7.50
Iron Hand	7.50
Live and Let Die	6.99
Bubble Ghost	6.99
Operation Wolf	6.99
Operation Neptune	6.99
Action Service	6.99
Captain Blood	6.99
Stunt Man	6.99
Warlocks Quest	6.99

CASTLE COMPUTERS EXCLUSIVE! SUPER HANG ON (From Activision) RRP £9.95 OUR PRICE £4.95 SAVE £5.00 ONLY AVAILABLE FROM US!

STE R SERVICE THAN EVER BEFORE
AT E COMMODORE USER IN ALL ORDERS.
UN ER £5. OVER £5 P & P IS FREE
S £ 2 PER TAPE

NOW'S THE TIME TO BUY

C64 DISKS
Strategy Games

American Civil War Vol I	13.95
American Civil War Vol II	13.95
American Civil War Vol III	13.95
Battle Front	9.95
Battles of Normandy	13.95
Carriers at War	13.95
Europe Ablaze	13.95
Halls of Montezuma	13.95
Russia	13.95
Romell	13.95
Reach for the Stars	13.95
MacArthur's War	13.95
Red Storm Rising	13.95
Star Fleet I	10.095

C64 Disks

Wasteland	10.095
Rampage	1.99
Bards Tale I	10.095
Bards Tale II	10.95
Bards Tale III	11.95
Iron Lord	11.95
Steel Thunder	11.95
Death Lord	11.95
The Mars Saga	11.95
Super Sprint	1.99
Wolf Man	3.99
Road Warriors	3.95
221B Baker Street	2.99
Accolade Comics	3.99

C64 DISKS

Athena	2.99
Alternate Reality (Dungeon)	3.99
Bobby Bearing	1.99
Cyborg	1.00
Druid II	1.99
Eye	2.99
Fire Track	1.99
G.F.L. Football	1.99
Guadalcanal	1.99
Gunslinger	1.99
Gunboat	1.99
Gemstone Warrior	2.99
30 Gamemaker	3.99
High Frontier	1.99
Hades Nebula	1.99
The Inheritance	1.99
Inspector Gadget	1.99
Alien	1.99
Leaderboard	3.99
Moebius	5.99
Music Studio	2.99
Ninja Hampster	2.99
BRDF 1985	6.99
Track & Field	1.99
Time Fighter	1.99
Starraiders II	1.99
Street Hastle	1.99
Scary Monsters	1.99
Shanghai	1.99
XOR Games Designer	2.99

AMIGA SPECIAL OFFERS

Hell Fire Attack	16.99
Motor bike maddness	9.99
Hostages	15.99
Lancelot	13.50
Menace	12.99
Maniax	12.99
Fanta Vision	24.99
Drum Studio	12.99
Whirligig	11.99
Star Ray	14.99
Sky Chase	11.99
Nebulus	14.99
Zynaps	14.99
Netherworld	14.99
Star Glider II	15.99
Macadem Bumper	12.99
Spider tronic	12.99
North and South	15.99
Operation Neptune	15.99
Action Service	12.99
Space Harrier II	15.99
Paper Boy	16.99
Live and Let Die	16.99
Ghosts and Goblins	16.99
Bombuzal	15.99
Bismark	16.99
Wizards Castle	13.99
Daley Thompsons Olympic Challenge	15.99
Gettysburg	17.99

AMIGA SPECIAL OFFERS

Capone	19.95
Prisoner of War	19.95
Championship Cricket	9.99
Rugby League	9.99
Tetris	6.99
Sub Battle Sim	17.99
Vector Ball	9.95
Street Fighter	16.99
Gany Med	14.99
Elite	14.99
Out Run	14.99
Interceptor	16.50
Pac Mania	14.99
Winter Olympyad 88	6.99
Power Drome	16.99
Fusion	16.99
Battle Chess	16.99
Elf	5.95
Seconds Out	6.95
Rocky	4.95
Iron Lord	17.95
Chronoquest	18.99
Captain Blood	14.99
Dungeon Master	15.99
Pac Land	15.99
Lords of the Rising Sun	21.99
Federation of Free Traders	21.99
After Burner	15.50
Dragon Ninja	15.99
Rambo III	12.99
Alternate Reality	12.99

AMIGA SPECIAL OFFERS

Victory Road	15.99
Hacker	4.99
Hacker II	4.99
Barbarian II	14.99
Leather Goddess	9.99
Bureaucracy	8.99
Land of Legends	16.50
BAT	16.50
Garfield	12.99
Speed Ball	15.99
Fortress Underground	9.99
UMS	15.50
Xenon	12.99
Sword of Sodon	P.O.A.
Peter Beardsley's Soccer	12.99
Cogans Run	4.99
Highway Hawks	13.99
Driller	16.50
Robbeary	12.99
Around the world in 80 days	12.99
Zoom	12.50
Wex Le Mans	16.99
Robocop	15.99
Fronteir	15.99
Blazing Barrels	12.99
Lombard Ralley Sim	13.50
Black Tiger	17.99
Ultimate Golf	14.99
International Karate +	13.99
Division 1	4.99

MANY THANKS TO ALL THE PEOPLE WHO HAVE ORDERED OF US IN THE PAST, TO MAKE US THE LARGEST MAIL ORDER COMPANY IN EUROPE. WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO TELL OUR WE HAVE EXTENDED OUR COMPUTER SYSTEM TO IMPROVE OUR SERVICE EVEN MORE OVER THE XMAS PERIOD. SO YOU MAY REST ASSURED THAT YOUR ORDER WILL BE DEALT WITH QUICKLY AND EFFICIENTLY AND THAT YOU WILL RECEIVE THE SOFTWARE THAT YOU HAVE ORDERED IN GOOD TIME.

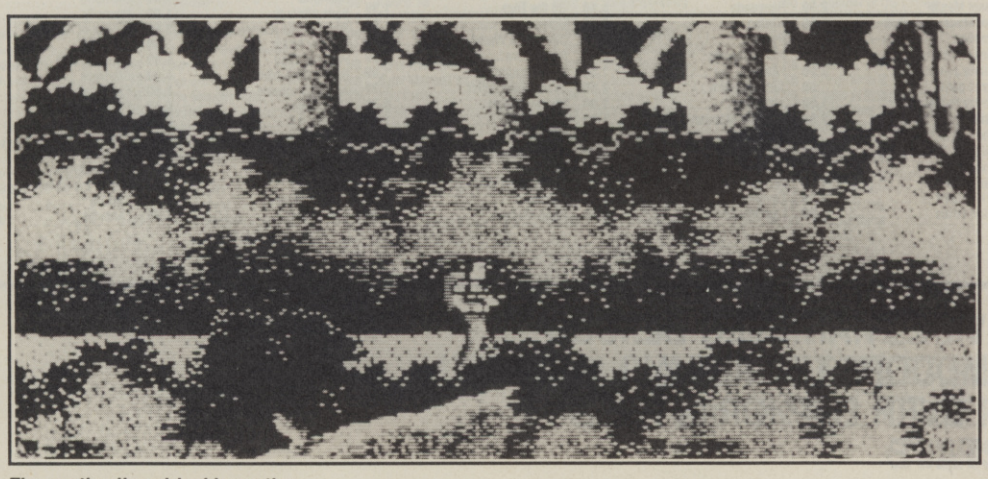
LEAVE IT TO THE PROFESSIONALS NOT THE COWBOYS. USE CASTLE COMPUTERS FOR ALL OF YOUR SOFTWARE REQUIREMENTS

PLATOON

It was slightly less than a year ago that *Platoon* first appeared on the 64, to (rightly) good reviews from the media. Although it split the licence into several smaller games, each one owed itself to an event in the film.

Somehow the conversion has sneaked out into the shops before it appeared in our offices, but I reckon you might like a word of warning rather than take a chance.

The game is split into six sections. Section one begins as you guide your platoon through a series of jungle pathways. It all looks the same, as jungles tend to do, and there are VC crawling everywhere, so death is a frequent guide through what is just about the most boring and badly realised part of this conversion. It really is worse than its 64 counterpart. It's also very frustrating.



The neatly clipped junble section.

Blow the bridge and you'll appear in the relatively short village section which has the same gameplay and entails collecting a map and a torch so you can enter the tunnel sequence.

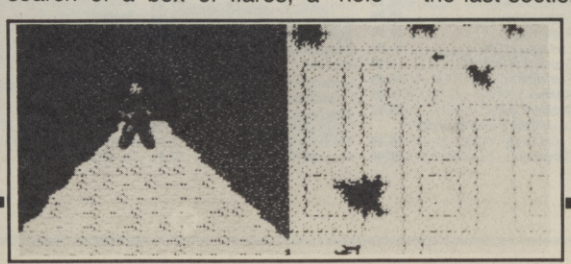
Once in the subterranean ratruns of section three, *Platoon* begins to come alive as you negotiate your way around the water filled maze in search of a box of flares, a compass and the exit.

Leave the tunnel network and you'll find yourself in a bunker during a night raid. Here's where those flares come in handy. Put them on and say "Hey man, give peace a chance." *(Didn't you make a joke along those lines in the eight bit review? — Dep Ed).* Actually you fire them in the air and kill everthing that moves. Section five is a *Gryzor* style battle up the screen until you reach Sergeant Barnes' foxhole — the last section of the game.

Platoon gets progressively better, and no-one can deny that it's a tough and lasting challenge. The thing about the 16 bit version is that if fails to use the extra capacity of the Amiga. "Where's the sampled Tracks of my Tears then?" sniffed Gary Whitta, and I thought, yeah, where is it? Improved graphics and a few samples could have at least tarted this up some.

The first casualty of a conversion is innocence.

Mike Pattenden



Platoon
Price: £24.95

SOUND	49%
GRAPHICS	62%
LASTABILITY	76%
PLAYABILITY	48%

59%

MEGALAND

SPECIAL OFFER TO ALL C.U. READERS FROM

7 MAGNIFICENT MONEY SAVERS!!

0703 330544
or
0703 332225

AMIGA B2000
£839 + VAT

HOLLYWOOD PACK
COMPRISING OF...
C64C plus C2N cassette deck plus Quickshot II Joystick
GAMES
Rambo/Trivial Pursuits/Top Gun/Bullseye
Platoon/Krypton Factor/Miami Vice
Every Second Counts/Great Escape
Blockbusters
FREE T-SHIRT/FREE DELIVERY
£149.95 inc VAT

JUKI 6000
Daisy Wheel Printer
£149.95
Inc VAT

MEGALAND MEGA PACK
SAVE £250
AMIGA A500 PLUS...
FREE PHOTO PAINT. FREE SKYFIGHTER.
FREE LAS VAGAS. FREE DEMOLITION.
FREE GRID START. FREE KARATE KID II.
FREE GOLDRUNNER. FREE WIZBALL.
FREE PLATOON. FREE PD
DISKS WITH 24 GAMES FREE
JOYSTICK. FREE T.V. MODULATOR
£399inc VAT

OLYMPIC PACK
COMPRISING OF...
C64C plus C2N cassette deck plus
Quickshot II Joystick
GAMES
Daley Thompsons Decathlon/World Series Baseball/Match Point
Match Day II/Track and Field/Barry McGuigans World Championship
Boxing/Snooker/Basket Master/Daley Thompsons Supertest
Hyper Sports
FREE T-SHIRT/FREE DELIVERY
£149.95 inc VAT

COMMODORE PC1
BASE UNIT INCLUDES...
A WORD PROCESSOR A SPREADSHEET A DATABASE
£299 inc VAT

HOME ENTERTAINMENT PACK
C64C plus YAMAHA SHS10 Keyboard plus Quickshot II Joystick
plus BUSH personal HIFI/Data cassette with headphones plus
COMMODORE Chartbuster ten action packed hit singles
GAMES
Tau Ceti/Ghost Busters
Agent X II/Rollaround
FREE T-SHIRT/FREE DELIVERY
£199.95 inc VAT

MORE GREAT OFFERS

CITIZEN 120D PRINTER inc CABLE	£99 + VAT
1901 COLOUR MONITOR for C64 & 128	£139 inc VAT
1901 CONVERTED FOR *AMIGA*	£199 inc VAT
1084 COLOUR MONITOR	£199 + VAT
TRANSFORMER S/WARE	£9.99 inc VAT
THE WORKS S/WARE fully integrated package D/base. W/processor. Spreadsheet, etc.	£69 inc VAT
CHANGE YOUR 1081 or 1084 MONITOR into a COLOUR TELEVISION. PLEASE PHONE	£65 + VAT
256K RAM EXPANSION FOR CBM 64	£85 + VAT
128K RAM EXPANSION FOR CBM 128	£85 + VAT
512K RAM EXPANSION FOR CBM 128	£129 + VAT

PRINTERS/DRIVES	
CITIZEN 120D	£99 + VAT
STAR LC 10	£199 + VAT
STAR LC 10 COL	£239 + VAT
STAR LC 24-10	£299 + VAT
NEC 2200	£299 + VAT
OKIMATE 20	£119 + VAT
EPSON LX800	£189 + VAT
LC10 CMB VERSION	£199 + VAT
LC10 COLOUR CMB VERSION	£225 + VAT
1581 3½ INCH DISK DRIVE FOR CBM 64/128	£99 + VAT
1541 5¼ INCH DISK DRIVE FOR CBM 64/128	£149 + VAT

MONITORS	
1084 HI RES COL	£199 + VAT
1084 bought with CPU	£189 + VAT
PHILIPS 8833 STEREO	£219 + VAT
8833 bought with CPU	£209 + VAT
MONO from	£69 + VAT
1084 HI RES COL STEREO	£219 + VAT
1084 HI RES COL STEREO (IF ORDERED WITH CPU)	£209 + VAT
1900M MONO MONITOR FOR CBM 64/128	£85 + VAT

MEGASOFT
SOFTWARE CLUB
ENORMOUS DISCOUNTS ON SOFTWARE
MEMBERSHIP £20 per YEAR
INTRODUCTORY MEMBERSHIP
SPECIAL OFFER
KARATE KID II RRP £24.95
OUR PRICE £8.95 inc VAT
GOLD RUNNER RRP £24.95
OUR PRICE £8.95 inc VAT

DELIVERY All consumables and software Post Free!! Hardware £5 inc vat 4-day. £10 inc vat 24 Hrs.

ORDERING All offers strictly subject to availability. All prices subject to change without notice.

TO ORDER either send cheque/P.O. with coupon or ring (0703-330544) with Barclaycard/Access number.

0703 330544 VISA ACCESS

MEGALAND, 16A CITY COMMERCE CENTRE, MARSH LANE, SOUTHAMPTON
NO VISITORS PLEASE – UNTIL CASH AND CARRY OPENS!

OPENING SOON!!!
RETAIL CASH & CARRY
PHONE FOR DETAILS

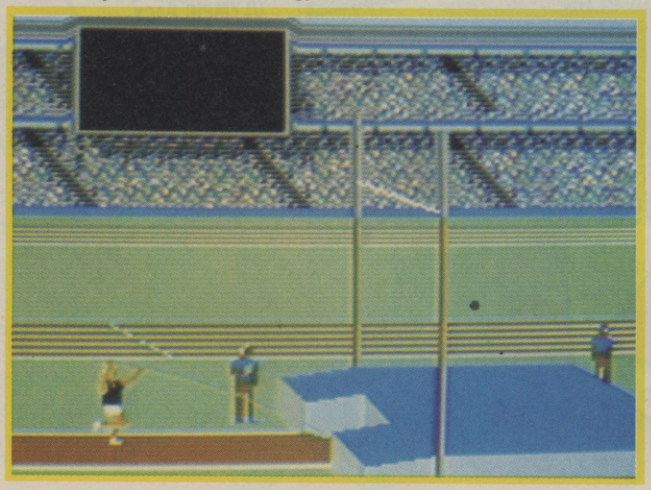
SEE US ON STAND 40/41 COMMODORE USER SHOW — NOVOTEL NOVEMBER 18-20th 1988

MEGALAND

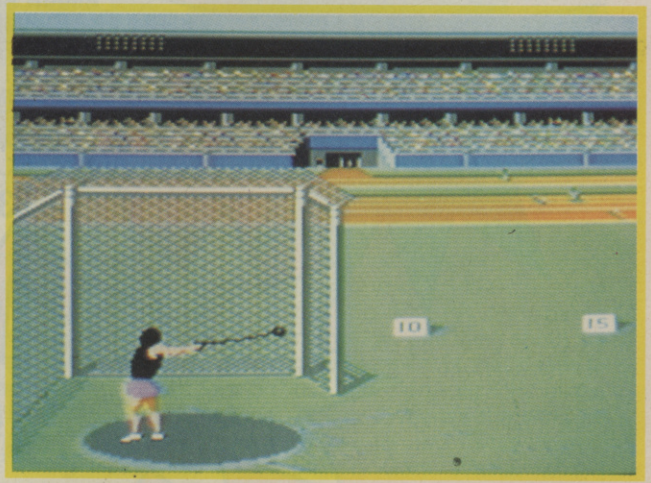
Move the flame to an icon to select an event.

GAMES:

Watch that pole it looks a bit dodgy.



Throwing the steroid.



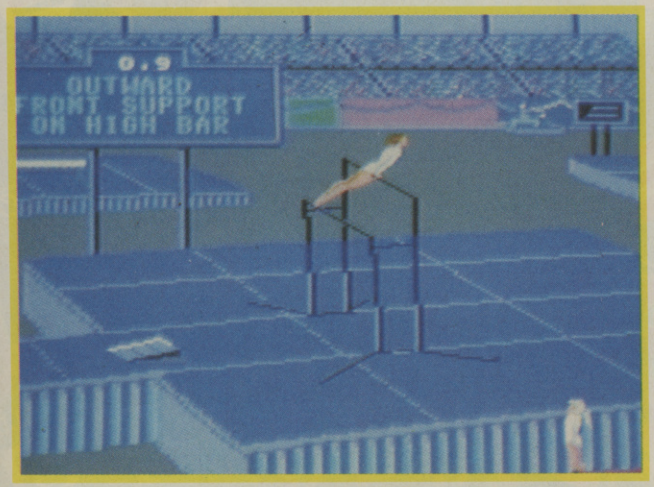
Price:
£9.99 cass
£14.99 disk

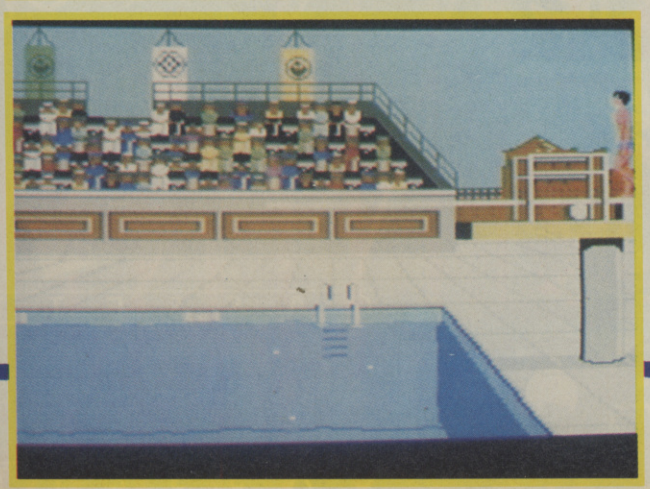
In an effort to squeeze every last ounce of mileage from the genre. Epyx have now released *The Games — Summer Edition*; sequel to the *Winter Edition* and the seventh in the *Games* series.

Based around the Olympic games (you know, the ones that were on too late to watch and were to anabolic steroids

SUMMER EDITION

Looks like a ten to us.





what Mike Pattenden is to good taste) *TG-SE* lets you, or a group of up to eight people, compete in eight events. Springboard diving, velederome sprint cycling, hurdles, pole vault, assymetric parallel bars, rings, archery and the hammer-throw are each loaded in seperately from four sides of disk.

You know the score; each event can be practised on its own, or you can compete in any events you wish. Normal *Games* style control methods apply, with a mixture of joystick waggling and fire-button pushing in time to the animated characters. Some of the animation is a bit tatty, such as the hurdlers hobbling onto the track, but generally it's of a high standard. There are, thankfully, one or two innovations to the normal Epyx menu, in that the normally static backdrops have been spruced up by using camera angle-type viewpoints, and there's also some 3D perspective scrolling on the cycling and pole vault, adding some welcome variety in the proceedings.

The same cannot be said of the soundtrack, however, which is comprised of the usual pot pourri of boppy jingles — nothing bad, but nothing spectacular either.

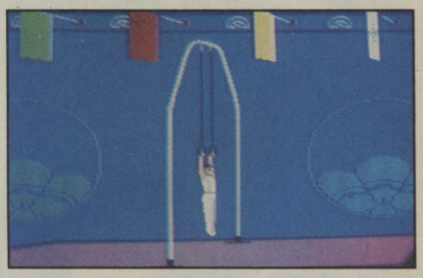
The package is nicely put together, as ever, with a smart intro/outro sequences and a wordy manual which explains all the events in detail, together with hits for improved performance.

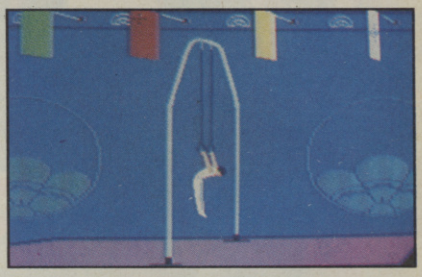
If *TG-SE* had been released a year ago, it would probably be heaped with acclaim and rated accordingly. Unfortunately, we've seen it all before. Apart from some slightly more interesting graphics, the game really hasn't progressed play-wise since *Summer Games*.

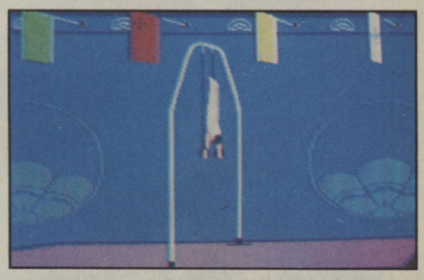
In fact, the interactive element has even been reduced on events such as the assymetric bars and the rings; the player merely selects the required moves and the gymnast carries out the routine flawlessly. Only the dismount depends upon any real skill or timing, and the remainder of the event plays like a multi-choice rolling demo.

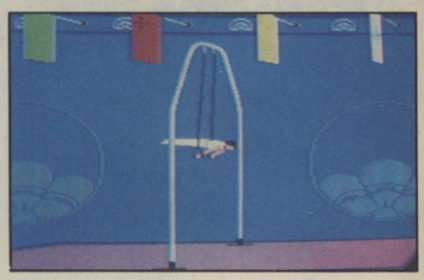
The term 'flogging a dead (or at least severely ill) horse' springs to mind. If you've never seen one of the *Games* series, then you could give it a look — mind you, Epyx' Gold, Silver and Bronze compilations are available for £18 on disk, or £15 on cassette, containing no less than 23 events.

Steve Jarratt







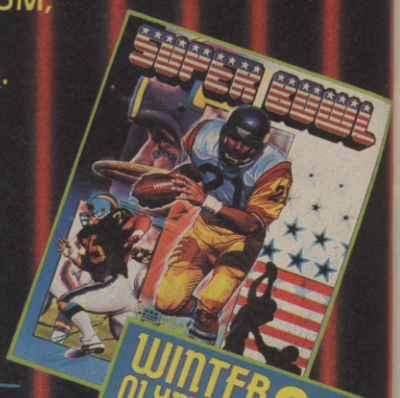


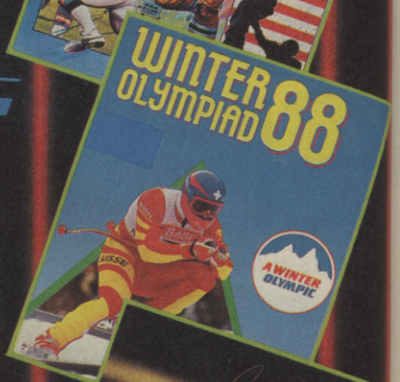
SOUND	53%
GRAPHICS	92%
LASTABILITY	86%
PLAYABILITY	65%

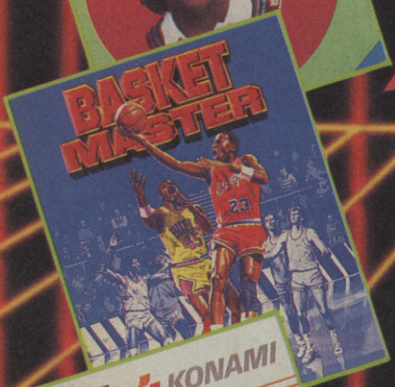
74%

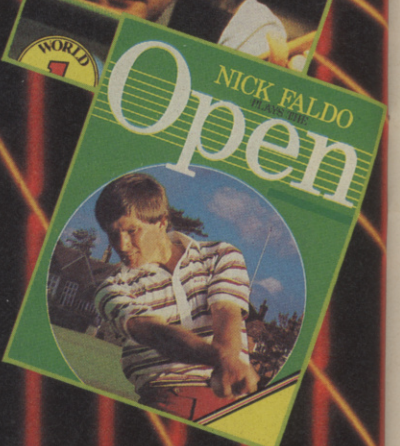
THE GREATEST SPORTS COMPILATION EVER!

Score a goal, take the cheqeured flag, compete in the winter olympics with Bob Sled, Ski Jump, Slalom and Downhill. Match strokes with Nick Faldo, make the winning break against Steve Davis but play a straight bat as Ian Botham. Enter the arena in Track'n'Field as you compete in 100 metre dash, Long Jump, Javelin, 110 metre Hurdles, Hammer Throw and High Jump and if that doesn't finish you off then throw jump shots against the basketball aces and give it all you've got and go for a touchdown in the NFL Superbowl, and if that isn't enough there's even more! Check out GSM2 – the ultimate in sports compilations. Available for SPECTRUM, COMMODORE and AMSTRAD.









CAME SET AND MATCH

FEATURING ALL THESE FANTASTIC GAMES AND MORE!

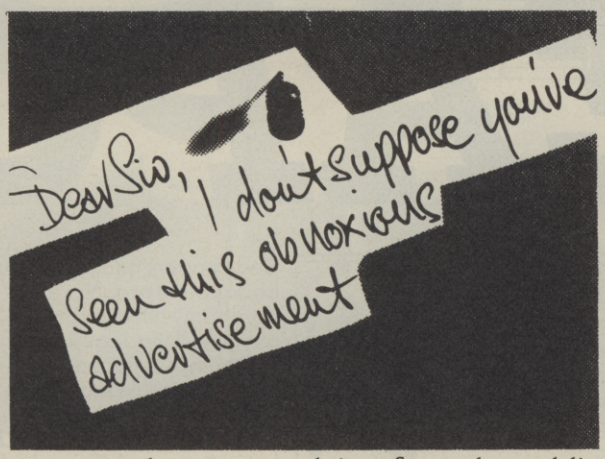
DISK **£17.95** DISK

ocean®

CASSETTE **£12.95** CASSETTE

Note: SUPERBOWL and WINTER OLYMPIAD are not available on the AMSTRAD version

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 065



We welcome complaints from the public about advertisements in the press, on posters and in the cinema. It helps us keep advertising standards high. But we also monitor a considerable amount of advertising, and take the necessary action ourselves.

If you'd like to know more about our work, and receive a copy of the rules, please write.

The Advertising Standards Authority.
We're here to put it right. ✓

ASA Ltd., Dept. X, Brook House, Torrington Place, London WC1E 7HN.

This space is donated in the interests of high standards of advertising.

Access BARCLAYCARD VISA

FREE

Deluxe 120 disc capacity lockable disk box worth over £14. (Please state if you want the 100 capacity box instead)

School & Government Orders Welcome

Also FREE thingi copy holder to all *new* customers (when you mention this AD)

When you buy 25 disks for only £17.95
or 50 disks for only £26.95
or 100 disks for only £43.60

All disks are Japanese Higrade 5.25 DS/DD certified They come with hub rings, envelopes & labels, and a unique 5 year guarantee — Great Value!

FREE CATALOGUE WITH EVERY ORDER

Nebulae, Dept ME, FREEPOST, Kilroot Park Industrial Estates, Carrickfergus, Co. Antrim, BT38 7BR. (All prices include VAT and postage)

7 Day Delivery
One year guarantee
and 14 day money back period.

Tel: (09603) 51020

FREEPOST YOUR ORDER TODAY — NO STAMP REQUIRED

FED UP WITH BORING COMPUTER GAMES

If you want more from your Commodore computer then we have the answer. Micronet.

Micronet means multi user games where you compete with real people, not just the computer. Micronet means talking to other Commodre owners using your micro. Micronet even means accessing a library of free telesoftware. And that's just for starters!

For full details of how Micronet can expand your micro call us on 01-837 7872, or write to us at Micronet (Dept CU), Durrant House, 8 Herbal Hill, London EC1R 5EJ today.

We'll even tell you how you can get a free modem.

CUT THIS OUT AND GIVE IT TO YOUR NEWSAGENT

You've nobody to kick but yourself...

. . .if you don't tell your local newsagent to reserve you a copy of the month's raddest read. So cut this out, hand it over and relaaaaax. . .

Please Mr Newsagent reserve me a copy of Commodore User every month

Name _____

Address _____

_____

_____

CHEAPO

COMMANDO

Encore

Now here's a blast from the past. *Commando* was number 1 back in the Christmas of '85 which may or may not have been white, we can't remember. Anyway, a lot of people have grown old and died in the time it's taken for this to appear as a cheapo. A lot of clones have appeared too, and that's one reason you might not want to plump for what was really the first licenced arcade game.

That said it's good clean fun, and whilst the graphics are a bit small, the sound is good (great high score music) and the gameplay frenetic. **(77%)**

PROFESSIONAL SKI SIMULATOR

Codemasters

This game comes with the kind of accolades that might suggest that you could well save your money this Winter, cancel that skiing holiday in Bavaria and stay at home playing this. One mag (who shall remain nameless) is quoted as saying "it's just like being on the slopes." I mean, come on — it's not. It's like playing a budget skiing game. It doesn't hurt when you fall over, you don't get cold, you can't go for bit of aprés ski, and there's no chalet girls in pigtails.

Professional Ski Simulator

In fact *PSS* is a reasonable attempt at a ski sim with some nice background graphics and a very fiddly control method which will have you spending a lot of time doing things behind trees (*not making yellow holes in the snow! — Ed*) and falling over. Fun in a sort of frustrating way. **(65%)**

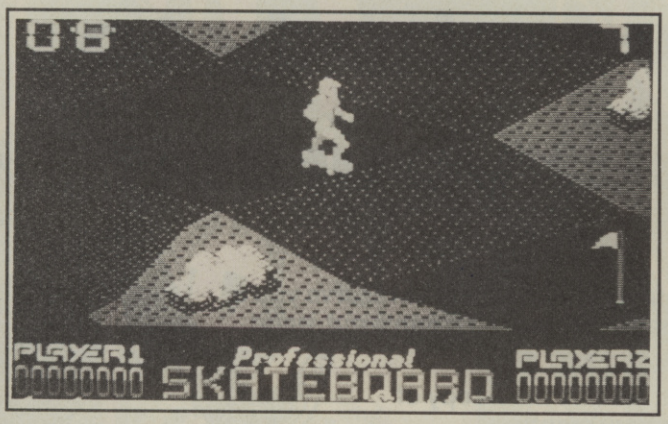
PRO SKATEBOARD SIMULATOR

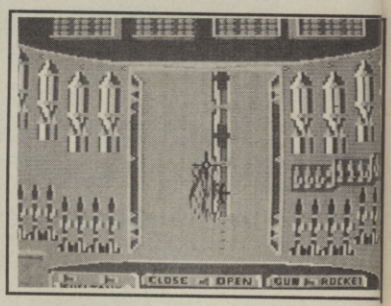
Codemasters

"You gotta be cool not to SLAM!" it says here. Well I'm not sure about that. My Dad always got annoyed when I slammed the door. Still, this is a skateboard sim in the Codemasters tradition of nice background graphics and horrifically difficult controls. Try as you will (tip: look in a mirror and hold the stick upside down) your little skater won't go and pick up the blue flags.

This owes a fair bit to *720°* but isn't as good. If you don't want to end up on tranquilisers don't buy it. **(31%)**

Pro Skateboard Simulator





Ace of Aces

ACE OF ACES

Kixx

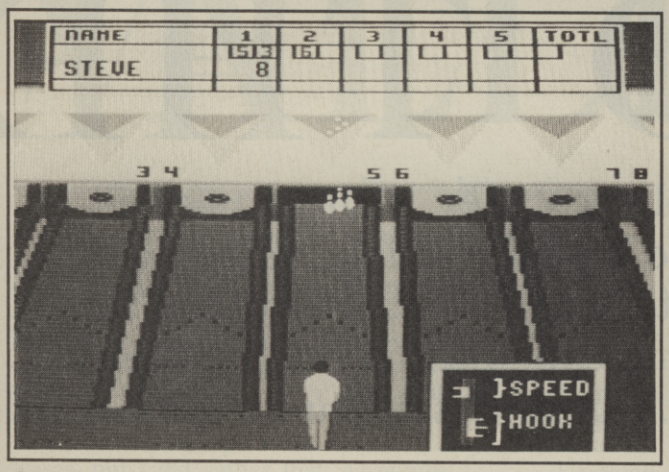
This was a CU Screen Star when it appeared and rightly so — it's stormingly good fun. Guide your Mosquito bomber through several sections of U-boat sinking, V-1 rocket destroying, trainbusting and jerry bashing in a completely absorbing WWII flying game.

Excellent graphics and atmoshpere however can't make up for the problems involved when playing this game on tape, since there is much rewinding and fiddling with the tape counter to be endured if you want to play the full missions.

Nevertheless *Ace of Aces* is pretty good value compared to the price of lychees in your high street at the moment . . . **(72%)**

ROUND-U

Cheapo of The Month



Tenth Frame

TENTH FRAME

Kixx

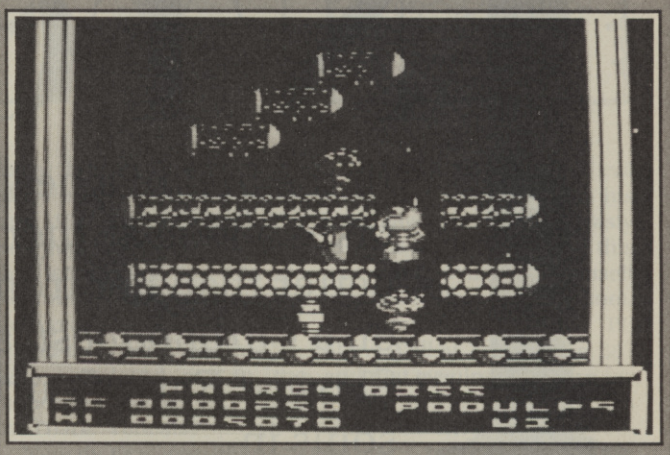
Access' ten-pin bowling simulation was received by some pretty decent reviews, and although two years old, its's still better than any of the other bowling games that have appeared in one form or another since.

Tenth Frame has some terrific animation (it's actually a digitised image of Roger Carver), some great sound effects, and a pretty realistic pinfall which makes it all the more gratifying when you get a strike. Can't be bad. **(85%)**

CHEAP SKATE

Silverbird

Zaxxon meets *Skate or Die* in this latest well-rad sporting 'sim' The aim is simple enough: negotiate the diagonally scrolling street while avoiding the obstacles that litter the pavement. Dodge boxes and signposts, duck under bars and weave past fireballs in order to complete the course within the allotted time limit. That's about it really; scrolling's smooth, the animation is pretty limited, and the graphics are minimalist. Still, it's plenty of fun — and hardly taxing on the grey matter. Good title too. **(61%)**



PSI-DROID

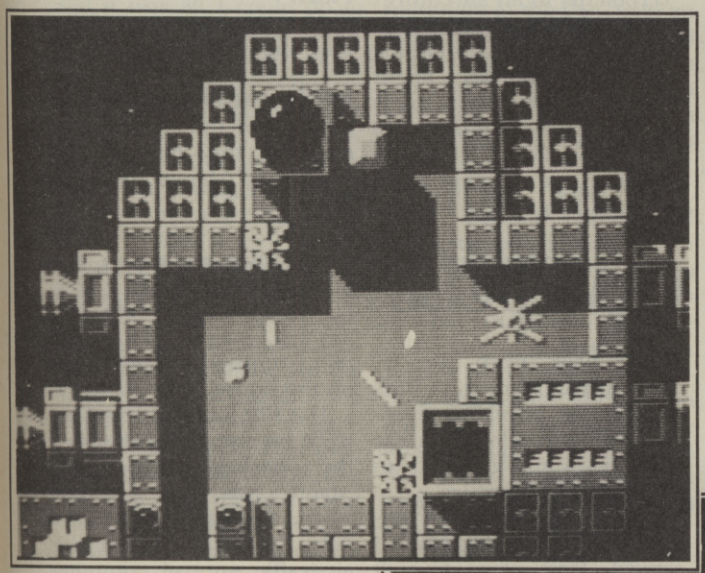
Zeppelin

Psi-Droid is a distant relative of Thing on a Spring, who bounces along in a convincing, if slightly annoying fashion, accompanied by a suitable clanking noise, inside a giant spaceship. The spaceship in question is large, inhabited by aliens, and on a collision course with Earth.

Psi on a Spring has to bounce around the flick-screen rooms and corridors of the vessel in order to find the pieces of a pulsebomb which were split into several pieces when Thing-droid was beamed aboard. Once the bomb is back in one piece, the ship can be vapourised and the Earth saved from a fate worse than almost anything else.

Along the way, Psi on a Droid encounters podules which can be collected for all manner of technological wonders, including a smart bomb and temporary indestructibility. There are transporters which allow access to the far flung corners of the ship, and an entertaining sub-game, where you are required to complete a small shoot 'em up for extra energy.

Plenty on offer here for blasters, mappers, and arcade adventurers alike. You could do a lot worse than blowing three quid on this little package. **(78%)**



Pulse Warrior

PULSE WARRIOR

Mastertronic

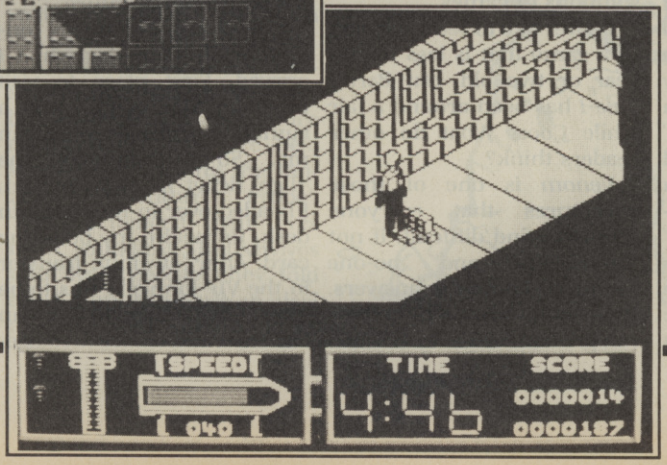
Playing like a cross between *Deflektor* and a flick-screen arcade adventure, Mastertronic's latest budget release is an odd one to say the least. As with all Mastertronic games, it's very polished with smart graphics and a smooth control system.

Unfortunately, it's a touch missing in the gameplay department: you have to direct your Pulse Warrior into the path of energy pulses that rebound around each screen, in order to deflect them into a large lens, which then re-emits them as one powerful beam. This may then be directed at the alien creatures that inhabit each screen, killing them and clearing that sector.

All very well and good, but in practice, the above task proves extremely difficult; the deflected pulses bounce off your warrior at random angles and it's more often a case of luck than any real judgement.

What with trying to avoid the deadly aliens, AND attempting to control several rapid and unwiedly pulses, the job in hand is a real toughie. Take a look if you like — but don't expect too much. **(52%)**

Cheap Skate



UP

INTO THE

In the first of a new-look Valley, Keith Campbell takes a look at *Ingrid's Back*, (which has got to be better than her front — Ed.) ventures forth in time on a *Chronoquest*, and expounds upon the recent PC Show at Earls Court. But first, saviour for tormented souls in . . .

VALLEY RESCUE

What does an adventure player do with an onion and an umbrella? No, he doesn't do something disgusting to another player with them — certainly not if he's playing *Beyond Zork*, as is Coos Willemson of Zutphen in The Netherlands. Coos wants to know how to get the relics in the chapel, and how to cross the bridge, as well.

According to some hints sent to me by a reader whose name I have long since lost, a raft is used to retravel the canals of Phobos after the Royal Barge has traversed the route to the pole. However, Mr C. Mitchell of Thirsk, to whom I conveyed this news, has found *Leather Goddesses Of Phobos* singularly lacking in rafts. So a Zorklike 'Hello Sailor' to anyone who has twice sailed the waterways, and can help Mr Mitchell.

And 'Hello Sailor' to you, too, Alen. Yes, you know who I'm talking to, you with the missing 'L', from Eastney in Hants. Alen has been baiting me recently, sending ever more difficult questions and challenging my ability to answer them. His latest gem concerns a game apparently about sailing ships from America. 'It's called Thans' Yeneats,' writes Alen, 'and runs on a TRS-80. I know you used to have one, so I wondered if you could help?' Foul, Alen! You say it's a TRS-80 game, but you wrote to Commodore User! You'll have to tackle the fellow who runs the Helpline in C+VG on that one . . .

When is an adventure not an adventure? When it is a Fantasy Role Playing game, that's when! However, the two types of game have a lot in common, so I'll break a rule and help Russell Emslie and others with the name of the Mad God, in *Bard's Tale*. Check the clues section, Russell.

Talking of role-playing games, here's a thought from Coos Willemsen, back with a deminitive statement. 'Lately, computer magazines publish more and more complete solutions, and maps of games (*Bards's Tale I* and *II*, *Dungeon Master*, *Legacy of the Ancients*, etc) that aren't yet released for all computer types. As an Amiga owner I have to wait several months before I can get such a game. In the meantime, I must hide those magazines and forget where, or I must just read the articles with my eyes closed. So please wait for us Amiga owners before publishing solutions of games.'

I never like to see a solution to a game that is less than a year or two old, but *Bard's Tale I* has been around a fair while Coos. What do other readers think?

Venom is one of those adventures that everyone seems to find difficult, if not impossible, and no-one seems to know the answers. It certainly proves to be barren ground for Valley Rescue, with many seeds sown, and very little reaped. Here's another one: Ace Melief from Rotterdam is having problems with the arrowmaniac. Can anyone advise what to do about him?

Who can clear Luc Stynen, of Derchem in Belgium, from all blame, and help him through to the end of *Déjà Vu*? As well as being able to prove his innocence, Luc would also like some directions to get through the maze in *Uninvited*, and a means of getting hold of the key carried by the little red demon. Check the clues on the last one, Luc!

Problems in an adventure? Know an answer someone else wants? Got something interesting to say about adventures? Then write to me at The Valley, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, and I'll get back to you.

ADVENTURE CLUES

KNIGHT ORC:
Give the hermit something, and when he turns to put it away, bop him one!

RIGEL'S REVENGE:
Forget the adhesive patch and the dinghy.

UNINVITED:
The red demon who rushes about is best ignored.

FISH:
Find a dry route to crack a cracking problem.

HITCH HIKER'S GUIDE:
Eat the fruit of the fluff tree to discover the correct tool needed by Marvin to unjam the hatch.

CAMPBELL'S COMMENT

Just back from the PC Show at Earl's Court, in time to catch the November deadline with a rundown on the latest news and gossip from the world of adventure.

It was coming up to lunchtime on Thursday when I arrived. First place to visit must be Mediagenic, said a rumbling from deep within me. So withdrawing the 'flight ticket' from my pocket, I headed over to the check-in desk, to receive my boarding card. After 'awaiting transfer in the VIP lounge' I was to be 'flown' by Cadillac to The Inn On The Park, where Mediagenic promised refreshments on the house.

The VIP lounge turned out to be an empty stand next to the check-in desk, where 'stand' was the operative word. Seemed there was a delay — had the Mediagenic air-traffic control computer gone down again? No, it was all down to flow control — traffic wasn't flowing very fast

VALLEY

in London that morning. So we were crocodiled over the road to a minibus instead, for what was quite obviously a charter rather than a schedule flight, to Mediagenic's 'alternative' mini-exhibition.

Here Infocom were displaying a video of their future titles. Well, it didn't say a lot more than recent press releases, but I did gather that you C64 owners out there aren't going to be running them. Infocom have developed a new advanced parser and adventure system, which is too big for the 64. All new Infocom games will be written on it, and they will all have graphics. Diversification was also in evidence, with a demo of the forthcoming *Battletech*, a computerised version of the popular table top game. Very smart it looked too, and was 'bought in' from an outside software team, rather than having been developed in-house by Infocom.

Next door, Anna and Fergie were doing a roaring trade, and it was all I could do to catch a quick word. They were displaying their forthcoming Abstract Concept wares *Parisian Nights*, 'Much lighter than our last one,' promised Fergus, who, rather surprisingly, was still talking to me after my *Mindfighter* review.

Further along, *Manhunter*, a new Sierra adventure was running. Sierra have developed their animated grahics system by taking out the animated figure and showing instead what would be seen through his eyes. This produces Cinematic effects like changing viewpoints, and split screens. Other goodies on the way from Sierra are *Kings Quest IV*, *Space Quest III*, and *Police Quest II*.

Back at Earl's Court it was time to meet Nick Walkland in the Press Room. Nick, a student who once produced the popular adventure fanzine 'Orcsbane' was in a holiday job editing the new club journal of Official Secrets, an adventure help and software club run by Tony Rainbird. Nick wanted to write up a discussion on adventure between Mike Gerrard, Steve Cook, a couple of other journos and myself.

Nick was extremely nervous at the prospect, and to get the conversatiion going, asked us why we wrote about adventure. Everyone answered unanimously 'The money!'

Upstairs in a private room, Microprose were having a little exhibiton all of their own, which is where I met the author of a game that even beats *King's Quest* for endurance, *Ultima V*. 'Lord British' as he is popularly known, spent some time explaining how each new *Ultima* is a completely new game on a completely new system, so it doesn't retain the old technology like some other well-known series do. Obviously it pays off, too, for bar-talk had it that Lord British recently had a new house built on a mountain in the USA, with an astrodome, both indoor and outdoor swimming pools, a jaccuzzi complete with waterfall, and, wait for it, a secret passage connected to every room!

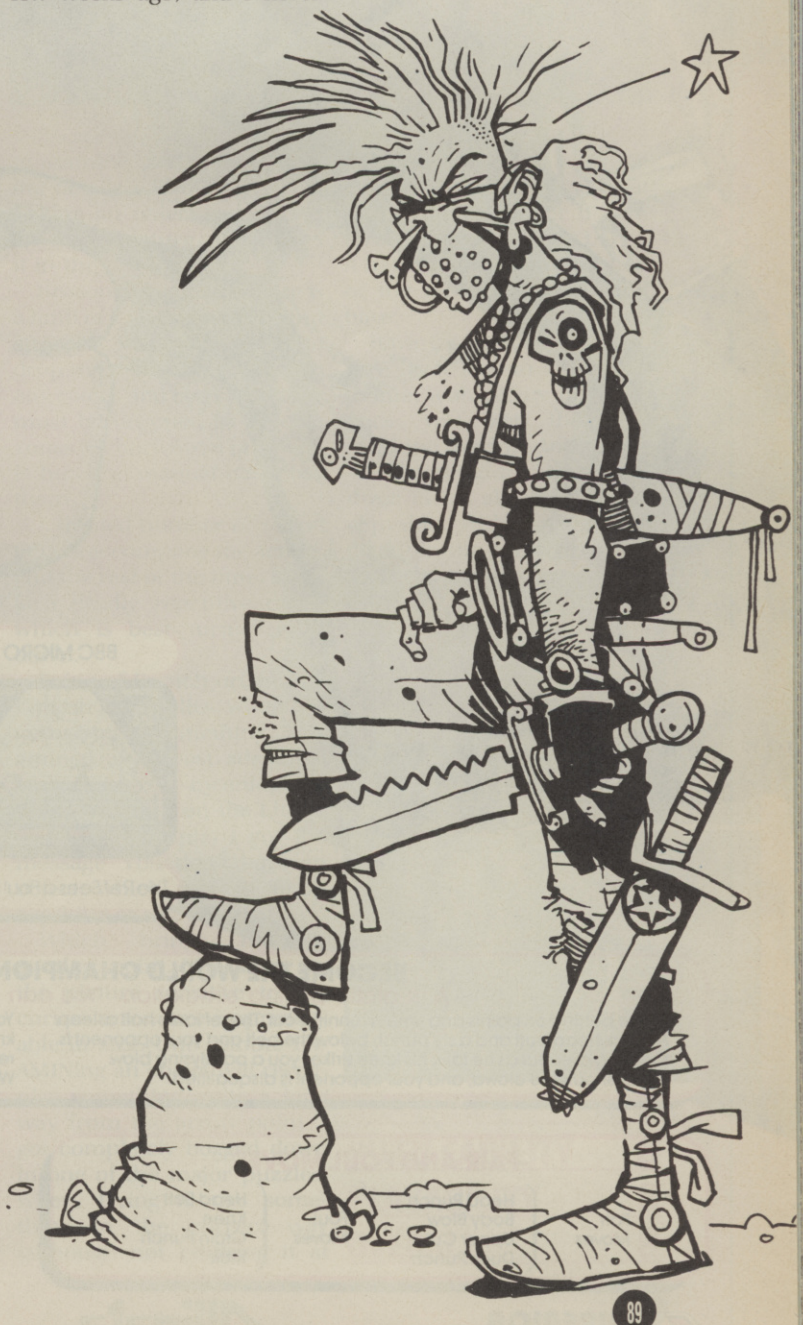
Come the 'public' days, some familiar names and faces started showing up on the EMAP stand. People like a well-known Fiend from another magazine, like dentist and play-tester Hugh Walker who insisted on slapping anti-plaque stickers on anything that moved, and like Allan Phillips, who must be the most prolific solution writer of obscure games in the whole of adventuredom.

A visit too, from Pat Winstanley and Sandra Sharkey, housewives and adventure addicts both, who are best known for creating the fanzine 'Adventure Probe'. 'Probe' changed their lives from mindless housewives into lively people, they told me. Computers were an ideal medium with which to work from home, fitting in the game-play and writing whilst the kids are at school. Pat now has her Patch, and Sandra her Sorcery, and they are planning a new club for the new year.

And then there was this guy who wondered up to the stand and asked: 'Any clues on Thans' Yeneats?'

'Now that's a coincidence!' I exclaimed, gullibly, 'I had a letter about that game only a few weeks ago, and I never heard of it before.' The evil smile that spread across his face gave me a very nasty turn, as it struck me that this was Alen Williams himself (see Valley Rescue, this issue).

I mentally voted Alen 'PC Show Valley Adventurer 88', and that evening took him for a meal in Chinatown for his sheer audacity, before he returned home to Thans Yeneats. Sorry, I meant Eastney, Hants. Ever been had?



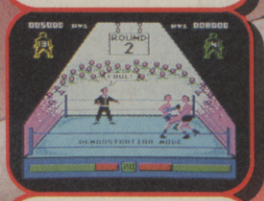
BY FAIR MEANS OR FOUL

PRIZE COMPETITION
Can you become The World Champion?

AMSTRAD CPC

A Fair Punch

BBC MICRO



The Ref Sees a Foul Move

COMMODORE 64

Opponents Facing Up

SPECTRUM

A Foul Move

BECOME THE WORLD CHAMPION – BY FAIR MEANS OR FOUL

A realistic boxing simulation. You can even cheat... if the ref's not looking!

You're behind on points and time is running out. The ref looks half asleep. A quick head butt and a sly punch below the belt and your opponent is toppling over. But as he falls, his knee strikes you a paralysing blow. "Foul" shouts the crowd, and your opponent is disqualified.

You've won, but in the next championship contest you meet a boxer who knows more dirty tricks than you. It needs skill and cunning, lightning responses and deadly strategy. Have you got what it takes to become the World Champion – By Fair Means or Foul?

FAIR AND FOUL MOVES

Fair Moves	Foul Moves
Head Punch	Head Butt
Body Blow	Knee
Upper Cut	Groin Punch
Duck Punch	Kick

COMMODORE 64/128 ● SPECTRUM ● AMSTRAD CPC 464/664/6128
BBC MICRO B/B+/MASTER/MASTER COMPACT ● ACORN ELECTRON

Cassette:	£7.95	Spectrum
Cassette:	£9.95	C64, Amstrad, BBC, Electron
5¼" Disc:	£11.95	C64, BBC
3½" Disc:	£12.95	Spectrum
3½" Disc:	£14.95	Amstrad, BBC Master Compact

SUPERIOR SOFTWARE Limited

Alligata

Dept. BF2, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: (0532) 459453.

Please make all cheques payable to "Superior Software Ltd."

Access VISA

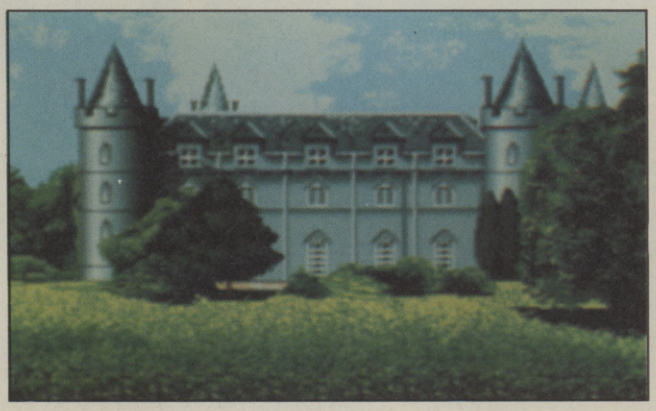
24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

(This does not affect your statutory rights)

INTO THE VALLEY



CHRONO-QUEST

Psygnosis
Amiga: £29.95

The year is 1922, and you return home to the family chateau, with a letter from your missing father. An eminent scientist, he had designed and built himself a time machine, and travelled the world in centuries past.

Unfortunately, his unscrupulous servant, Richard, discovered the secret machine, stole the programs for the trip, and now your father fears for his life. His letter begs you to find Richard, for the very fact you are reading it probably means that he is dead, and Richard must be brought to justice for his murder. The time machine will have returned, so you can use it in your quest, following the routes that he took back in time.

Although the machine is in the chateau, it is well hidden and protected. An initial search of the chateau reveals some punched cards, and miscellaneous equipment that will hopefully be useful in your exploration.

The route to the machine seems to lie beyond the door under the grand staircase in the chateau's opulent hallway — but it's dark in there! Even when you manage to shed some light on things, the search does not get any easier! Although you are soon certain that you are only a step or two away from the machine, booby traps and secret mechanisms are likely to deter all but the most persistent and observant of adventurers!

However, once you have found the machine, and managed to activate it, you start off on your journey through time and space, in search of the villainous Richard.

Chrono-quest uses an icon-driven graphics system, with text replies, not unlike Mindscape's system in *Uninvited*. As well as movement icons for eight compass points plus up and down, there are fourteen more, including GET, THROW, DROP, TURN, EXAMINE, PUSH/PULL, LIGHT ON/OFF, USE, and HIT. The major part of the screen shows a picture of the current location, and the icons run in a narrow strip to the right-hand side of it. Below the picture is a text window for replies, that also shows INVENTORY icons when requested.

To move, click on a direction icon, and if you are unable to move in that direction, a text message will tell you so. To examine something in the picture, click on the EXAMINE icon, and then on the part of the picture you wish to examine, and any interesting details will be described. Taking an object removes it from the picture, and places it in the inventory list.

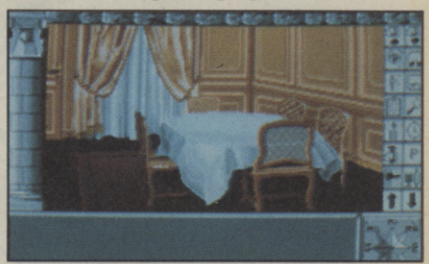
Reasonably enough there is a limit of 11 items carried, but strangely it is not possible to drop more than four items in any room, and even then they must be dropped in specific zones — 'horizontal quarters' is how the manual describes them.

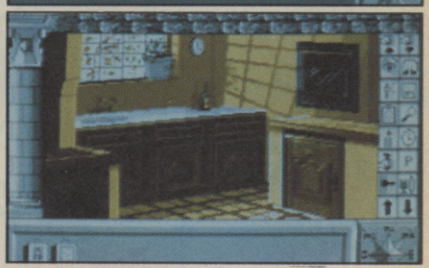
A limited number of sound effects accompany the action, and the rest of the time, there is a deadly repetitive dirge, which is best turned right down.

Being of French origin, the English text replies, when not describing something examined are, at best, adequate, and at worst, meaningless. When I clicked on the LIGHT icon, for example, I got the message 'You don't have an object which will to blaze anything at all'. Sloppy.

Which brings me to another point. The areas on the picture sensitive to the cursor arrow are unpredictable in size. One minute EXAMINing an object will recognise something quite a long way from the arrow point. I got completely bogged down in one of the major puzzles, when, trying to use something in the correct way (although not realising it at the time) I got the reply 'It's not interesting'. Well so what! Never mind whether it is interesting or not — just DO it!!! A half centimtetre movement of the cursor, and it would have.

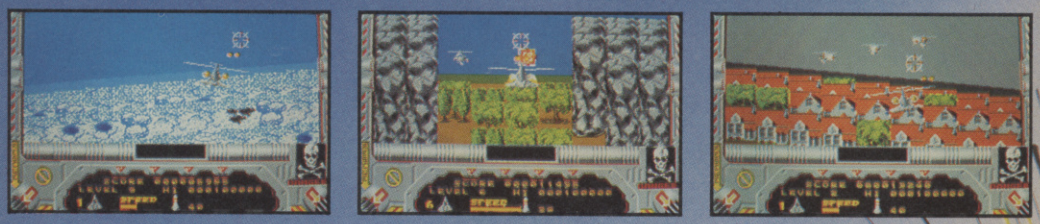
Having said that, the adventure itself has an interesting theme, with plenty of variety once you get the time machine moving. And it's BIG — the program comes on three disks, all of which are copyable, with a protection device in the packaging.





GRAPHICS	10
PUZZLEABILITY	8
PLAYABILITY	8
OVERALL	8

HELLFIRE ATTACK



Screen Shots from the Atari ST.

A gripping new mega miles per hour arcade simulation of a Supercobra attack helicopter is set to enthrall game players everywhere.

Hellfire Attack puts the player firmly in the seat of a deadly two-seater turbo-powered destroyer with its array of deadly weaponry.

Your task is to fly through fields of combat all over the world, both day and night. Flying low into battle, all manner of enemy aircraft will attack you. You must get them before they get you. A breathtaking multi-level arcade experience, with graphics, sound and animation of the highest calibre.

Grab that joystick and take to the skies.

Distributed by

ELECTRONIC ARTS®
Home Computer Software

Atari ST £19.99
Commodore Amiga £19.99

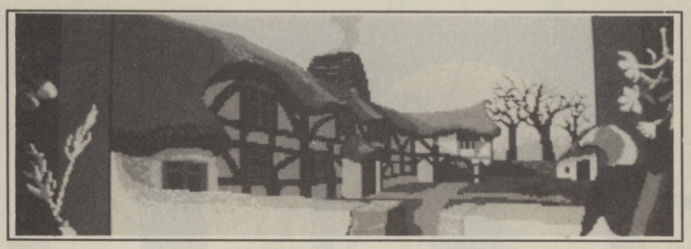
Commodore 64/128k cassette £9.99
Commodore 64/128k disc £14.99

Spectrum 48/128 cassette £8.99
Spectrum +3 disc £14.99

martech

Martech is the registered trade mark of Martech Games Ltd.
Martech House, Bay Terrace, Pevensey Bay, Sussex BN24 6EE
TEL: (0323) 768456 TELEX: 878373 Martec G FAX: (0323) 764460

Stein



Ingrid's front.

INTO THE VALLEY

INGRID'S BACK

Level 9
Amiga: £19.95
64 disk/cass £14.95

The old Squire is dead, and Jasper Quickbuck, the new resident at Ridley's End, has served eviction notices on the gnomes of Little Moaning and Gnottlefield. He plans to raze the old villages to the ground to make way for a vast marina and up-market housing estate. Ingrid is furious, and instigates a petition.

The trouble is, Ingrid can be such a pain that the local inhabitants sometimes go out of their way to avoid her. So, despite their opposition to the development plans, and the fact that they are about to be made homeless, signature collecting is no easy task for Ingrid.

Take her uncle, Dusty Halfyard, the miller. He studiously fails to recognise Ingrid — even after all the trouble she's had getting past his killer chickens. Were they put there to keep out Quickbuck, or Ingrid?

There's plenty of signatures to collect, adding to Ingrid's list, and to your score. Jumbo Butterpat, landlord of The Green Gnome, will happily oblige, although some of his customers may not add their weight to the case.

Little Moaning is the title of Part 1 of this three-parter, and it has a range of problems from dead simple to quite tricky; enough to give the less experienced player sufficient encouragement and confidence to press on until the petition is complete, and ready to be presented.

Part 2, *Steamroller At Dawn*, carries on the story, yet can be played without the need to transfer saved data, nor is any password required. Despite the success of the petition, Silas Crawley, Quickbuck's agent, has assembled a steamroller and a team of trolls, and has already flattened half the village. Now they are approaching Gnettlefield Farm, and will, unless Ingrid can find a way to delay or prevent them, demolish the buildings. Seamus Sosmall, the local leprechaun, may give her a few ideas, but how can she put them into practice?

Ridley's End, Part 3 of the game, assumes a successful conclusion to Part 2, and has Ingrid appointed as a maid at Ridley's End, to seek out evidence that will be damaging to Jasper Quickbuck. Teaming up with her cousin Daisy, she sets about searching the mansion from top to bottom, from outside to in, to do the evil Quickbuck down. Unfortunately, Quickbuck realises exactly who she is, and allows her freedom of the house in order to frame her later for the theft of his valuable antiques, which have mysteriously 'disappeared'.

All Commodore versions (Amiga, C64 disk and tape) have a memory save facility, so that the current position can be saved (until the computer is turned off) by the RAM SAVE command, as well as the usual disk or tape save option. OOPS is also available, and although this will only take you back one move on the C64, repeated OOPS will backstep you a considerable way through the game on the Amiga.

The screen shots shown here are for the Amiga (C64 graphics weren't available at the time of going to press and graphics will only feature on the disk version) and are a completely new style for Level 9. Gone are the misty digitised pictures of *Knight Orc* and *Gnome Ranger*, that replaced Level 9's earlier, rather abstract graphics. Instead we have really crisp artist-drawn pictures.

These change in situ, but once displayed, can be pushed up and down the screen to uncover the text behind them. And once you've seen them all, the command WORDS will remove them altogether, (PICTURES will bring them back) and speed up the response.

The latter parts get harder, and offer a greater challenge to the more experienced adventurer. But whatever progress, or lack of it, the player is making, he will be rewarded throughout the game with short commentaries on the reactions of the characters in his presence — often inconsequential, but nearly always amusing. In fact, I found *Ingrid* to be the most genuinely funny of Level 9's adventures to date.

GRAPHICS	**9**
PUZZLEABILITY	**10**
PLAYABILITY	**9**
OVERALL	**10**

CU LETTERS

Birthday

● Unless I am very much mistaken, the October issue was actually CU's 5th birthday. Wot — no big hullaballoo à la C+VG?

Anyways — the only two folk on the team then, that are till on the team now, are Mike Pattenden and Bohdan Buciak. In those days, CU catered for the serious user with a few games reviews thrown in. Nowadays it seems to be the other way round. The longest lasting column was/is. Tommy's Tips. The shortest, I think, is the Play to Win section. How about bringing back Happy Hacker, (possibly under new name?) Letter from America and Tried and Tested. How many people know that CBM have released a whole range of IBM compatible computers. A fact like this really ought to have been published in CU.

Good luck for the next five years.

Owen Birnie
Foshabers
Scotland

When you get to our age you try not to draw attention to your advanced years. Play To Win has been around yonks; the Last Word is the newest. We don't think IBM compatibles are too interesting. See you in another five years!

Observation test

● In *F/A 18 Interceptor* I have noticed that the supposed bug which Mike Pattenden mentioned in his review is not a bug, the plane is meant to float! Haven't you ever seen a floating F/A18?

However, there are some serious bugs, including:

1 You cannot find a car park to park you plane in downtown San Fransico.
2 You cannot go shopping.
3 You do not get mugged.
4 You do not get a ticket for exceeding the speed limit.
5 You drive through the bridges, not over them.

I have also noticed the following:

1 San Fransico is the quietest city in the world — not a single car anywhere — quite different to films.
2 San Fransico has the simplest structure anywhere — even more so than Thargomindah.
3 Demolation crews have flattened most of the city.

Would it be possible to have some info on how to complete the 6th mission in F/A 18 Interceptor — the mission to sink the submersible aircraft carrier? (I have managed to hit it dozens of times, yet it will not sink).

Anthony Long,
Adelaide,
Australia

Thanks for you well-observed comments about Intercep, but you omitted to or point out that San Francisco seems to be completely devoid of sandwhich bars. You don't need to find a car park because parking restrictions don't apply to jet fighters. As for the enemy carrier — are you hitting the conning tower as advised?

Joy boy

● I was sitting at school one day thinking of something new for my 64, (what else do you do at school?!), and the thought of a Joy-Wheel popped into my head. I've never heard of one, if they have existed before then they must be rare.

It's a simple idea, firstly I found a car, (anyone's apart from your own!) cut off the steering wheel, and with a bit of fiddling around, I had left and right, as well as the fire button controlled. Meanwhile with the help of some springs and wood for an accelerator, I was driving madly at no danger to the public!

I guess it would cost £5 over in England, but it is worth the time, as it adds so much to games such as *Test Drive* and *Out Run*.

Peter Shields,
Engadine, Sydney,
Australia

Another helpful, handy hint from our readers. What a useful, inventive bunch you are.

Propaganda

● I have just read the September issue of 'Commodore User' an event which I normally look forward to. However, I feel I must register a protest. In the feature on football fanzines, I find reference to 'scummy NF propaganda' in the last column. I find this sort of writing not only of a gutter-level but POLITICAL — as are all the plugs for 'Anti-Sexism' (whatever that really is!) which are scattered around the magazine.

Commodore Owner's buy 'CU' for computer and games related reasons and not for subliminal left-wing (or any other kind!) political propaganda. Let's please keep it that way . . .

E. Morrison,
Lupset, Wakefield

It was a simple warning, but we take it you don't find NF propaganda scummy. Quite how this is 'gutter level' eludes us — maybe you think the Sun is serious reading. Anti-sexism is, put simply for you, an active stance opposing discrimination against women. There's nothing subliminal about CU, it's just sublime.

History

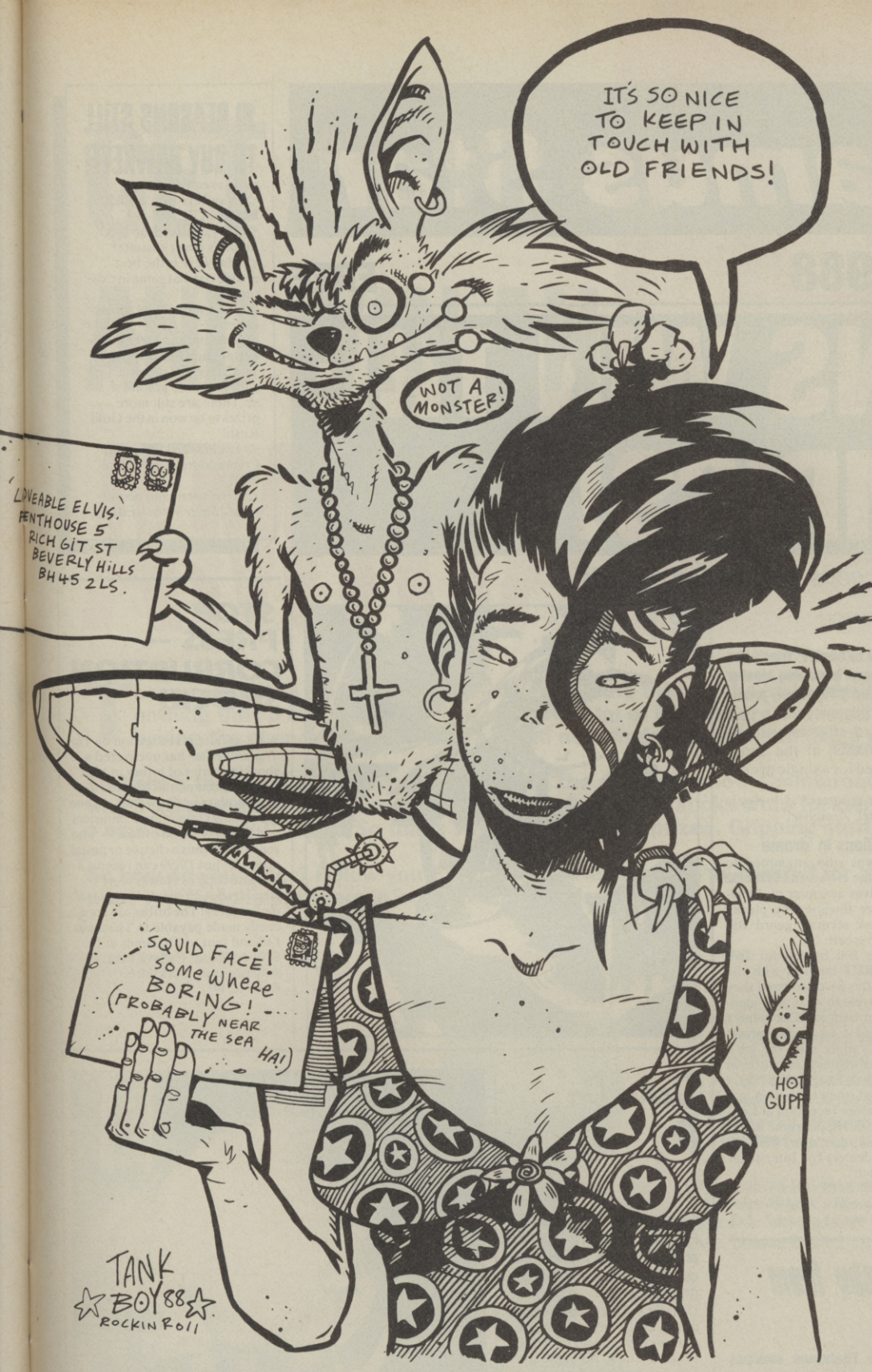
● I have just purchased your latest issue (October) and on reading the various 'news' items littered throughout the mag concerning the legendary *Katakis/R-Type/ Giana Sisters/Super Mario Brothers* debate, I felt I had to write.

Who the hell do Mediagenic think they are?? Okay, so they've shelled out a multi-figure sum for the rights to *R-Type*, so what? Does that give the the right to slap writs on every horizontally scrolling progressive shoot-'em up that gets released? If they want to cut a fine point over it, let's get back to basics please.

Cast your minds back to the weird and wonderful halcyon days when the video game industry was a mere youth, the days when you went to the nearest local only to find a teetering tower of ten pence pieces perched precariously on the facia of perhaps the original shoot-'em up – *Space Invaders*. Say what you will about the old dinosaur, if Taito hadn't conceived that gem in the arcadester's crown, who knows what melange of pixels we'd be facing today.

All you devotees of the faith out there will know the evolution of the games we love and hold dear to our hearts today. From the humble *Invaders*, we had sequels and rip-offs galore.

It was when the immortal *Scramble* came onto the scene that the mould broke.



Instead of your ship being confined to the nether reaches of the screen, you now had the option to travel over weird and wonderful worlds, through tunnels, meteorite showers, swarms of alien craft and so on. The end objective was to reach an ultimate goal, the score was irrevelant. Then Konami took this principle and expanded it further in *Nemesis*, the original progressive shoot-'em up. Actually, *Scramble* had clones before *Nemesis* in the form of games such as *Attack on Atlantis*, but Konami can most rightly take credit for creating and developing the idea of 'powering-up' your ship's weaponry.

Since then, Konami have taken that basic format and developed it even further with the introduction of *Salamander*, which gave players the option to play two-up at the same time. This was also the first game to allow 'auto pick-up' for the weapon icons, making it even easier to keep up the perpetual rain of shots in front of the players' ship.

Need I go on? If Medigenic are so sure that they are right when it comes down to slapping writs on every shoot-'em up on the market, perhaps somebody ought to tell Konami that *R-Type* (by previously unknowns IREM) owes a lot to *Nemesis* . . .

It makes my blood boil, especially as I have seen *Katakis* on the Amiga. Okay, so there are elements of *R-Type* in the game, but there are elements of many games in *R-Type*. From what I've seen of the Rainbow Arts game, if I was one of the programmers who conceived it, I would be most upset to say the least because as far as I'm concerned, the team who wrote it have created a masterpiece.

Perhaps Mediagenic are frightened that *R-Type* won't be as good as any of the competition and they're worried about losing their money. Well all I can say is, what harm is a little competition?

We live in a supposed democratic society, surely it's up to the game buying public to decide. Look at *Gauntlet*, when that was released. Did the presence of games such as *Druid*, *Storm*, *Phantom* have any effect on its huge success – No Way José!!

I rest my case (and my computer keyboard).

Steve Gould
Stourbridge
West Mids

Mediagenic has suffered in the past from rip-offs and it must be pretty galling if you've paid six figures for the licence. That said you rightly point out that one game takes a lot of inspiration from another. Perhaps Mediagenic would like to give their view. . .

An old Ed writes

● Something wonderful happened to me a few weeks ago. I picked up my Sunday tabloid trash – and there, right there, on pages four and five was 'Birthday Girl Linda Lusardi' celebrating her thirtieth birthday – which, makes her (once again) exactly the same age as possibly CU's greatest editor Eugene Lacey.

Just thought you'd like to know.

Eugene Lacey
C+VG

Ah, yes, old man O'Lacey. We remember you as a genial, bumbling sort of chap prone to exaggeration and lapses of memory.

THE Thalamus Star

November 1988 **FREE**

ALIENS WIN THE OLYMPICS!

Amazing ARMALYTE scoops world's top awards

EXCLUSIVE by HARRY BARSTOOL

'VHY ZETTLE FOR LESS vhen you can get ze best?!' That's the official comment on Thalamus's brand new bouncing blaster Armalyte – and it comes from Dr Manfred V Flypaper, president of Computer Research Associates plc.

Awesome *Armalyte* has won award after award and looks like being Britain's biggest **WINNER** at the Seoul Olympics, even though it wasn't entered for a single event!

Top sports experts say they're **STUNNED** by the magnificence of *Armalyte* on the corky Commodore 64/128 and have given it their highest accolades!

ZZAP! voted *Armalyte* a Gold Medal with 97% (pages 24)!

A *Commodore User* spokeshack said 'lorks-o-lordy this game is so brill we'll give it a Super Star'! *(are you shure aboutsh thsis? - Ed)*

And *Computer Gamesweek* gave it a Fab award and a super soaraway 93%!

Passion screams

And it's not only the experts who are raving – yes, **YOU** the public have been screaming passionately for *Armalyte* after the **EXCLUSIVE** showing of the biggest blast since the big one at the Personal Computer Show!

A spokesscreamer for the crowd at the Thalamus stand told our reporter: '*Armalyte*!, *Armalyte*!, *Armalyte*!'

Aliens in 'drome

But aliens who attempted to invade the crowd and **DISGUISE** themselves as copies of *Armalyte* were thwarted by plucky PC Show security guard Bill 'Reg' Prescott.

Brave Bill battled for **TWO AND A HALF** minutes with the aliens after he discovered they were unable to wear their identification badges. 'Cor blimey guv,' said a weary but proud Bill, 'it's more than my job's worth letting them creatures in wifout their badges innit?'

Instead, they turned up at a Commodore reception at London's posh Hippodrome nightclub and are now **OFFICIAL** Amiga dealers for Interstellar Zone Four!

THE STAR SAYS: *Britain needs more men like Paul Cooper! (shurely one ish enough? - Ed)*

10 REASONS STILL TO BUY HAWKEYE!

☆ It's really brilliant
☆ *Hawkeye* won a **GOLD MEDAL** in ZZAP!
☆ Play one level on this month's cover cassette!
☆ *Hawkeye* is the best arcade combat game in existence!
☆ It's a snip: £9.99 on cassette!
☆ And only £12.99 on diskette, plus **FREE** demos!
☆ 12 levels of manic action with gorgeous graphics!
☆ There are still more prizes to be won in the Gold Rush!
☆ It's **NUMBER ONE** in the Commodore charts! (Gallup)!
☆ That's ten, and no misteak! *(Shere's one - Ed)*

STOP PRESS – CORRUPTION SHOCK!

A six-minute investigation by *The Thalamus Star* has uncovered a shocking series of bribes in high places. Documents obtained by our sleuth team show that anyone – including Government ministers and senior Vatican officials – who sends Thalamus a cheque or postal order for just £9.99 can receive a cassette copy of *Hawkeye* or *Armalyte*! And the disk copy is a mere £12.99! The bribes are apparently made payable to Thalamus Ltd and sent to Thalamus at 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW!

Crazy Cooper skins baby from Saturn!

IN A SHOCK statement last night top Thalamus sources revealed that game-players now have the right to bare arms – with a super sexy Thalamus T-shirt!

But there is a hush-hush secret behind the trendy Thalamuswear – they are made from **GREEN ALIEN SKIN**.

Cranky Thalamus boss Paul Cooper denied it. 'I deny this,' said Cooper crankily.

But *The Thalamus Star* has **PROOF**: the label says '100% Combed Cotton', which means green alien skin in Cooper's cunning code!

Bleach party

Crazy Cooper claimed that the T-shirts are **WHITE** and not **GREEN**. But *The Thalamus Star* has planted *(shurely 'dishcovered' - Ed)* a bottle of bleach in a cleaning warehouse near the Thalamus office.

And that proves that Cooper has been **BLEACHING** the green skin so it looks white!

THE STAR SAYS: *Will these evil aliens stop at nothing? Look out for a special T-shirt offer soon!*

Dear Dr F . . .

Every month Dr Manfred V Flypaper answers readers' problem's. This month's star question comes from Thelma O'Wapping . . .

Dear Dr F, Last Christmas I got drunk at the office party and, shall we say, bought an Amiga. I regret it now, but it seems to turn my boyfriend on and he always wants to, well, you know, play Thalamus games on it. It has got to the point where he is pestering me to 'load it' for him three times a day. I keep on telling him I haven't got any Thalamus games for the Amiga but he just won't listen and I am afraid there is something wrong with him. Is this normal? What can I do?

It'z your lucky day, Thelma! Very zoon Thalamus vill releaze ze brilliant Armalyte and Hawkeye on ze Amiga, and zey have four new titles on ze vay: Xenodrome, Bamboo, Hel and Search For Sharla. So I vould zay zere vould be zomething wrong viv your boyvriend iff he did *not* go crazy about zis vunderful softvare!

Do *you* have any questions or funny true-life stories for Dr F? Send them to: Dear Dr F, Thalamus, 1 Saturn House, Calleva Park, Aldermaston, Berkshire RG7 4QW.

ADVERTISEMENT

GET A GRIP AND WIN AN AMIGA

CU Compo

Those celebrated joystick builders Powerplay rate their sticks so highly that they've told us there's nothing they'd like to see more than a whole lot of CU readers owning them, and one in particular having the chance to plug it into a brand new Amiga. It sounded like a pretty good idea to us.

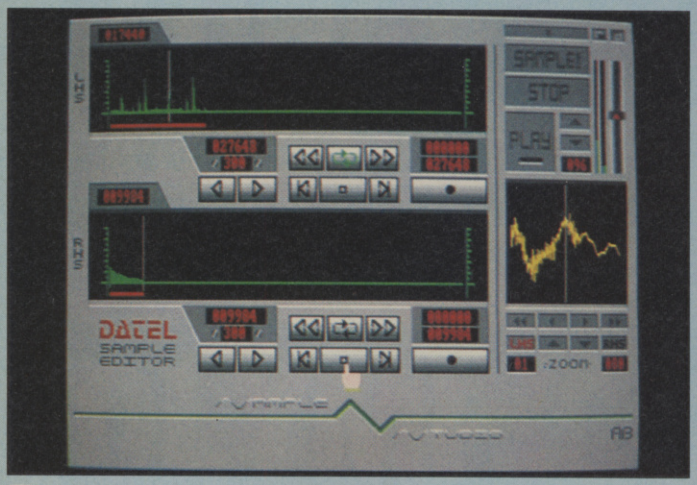
So here's the deal: one lucky contestant on the CU gameshow Countaround Factor wins an A500, whilst 10 runners-up get then Instant Autofire Cruiser joysticks and a further ten runners-up get either a blue or a black Cruiser. So that's twenty runners-up prizes. Gripping stuff eh?

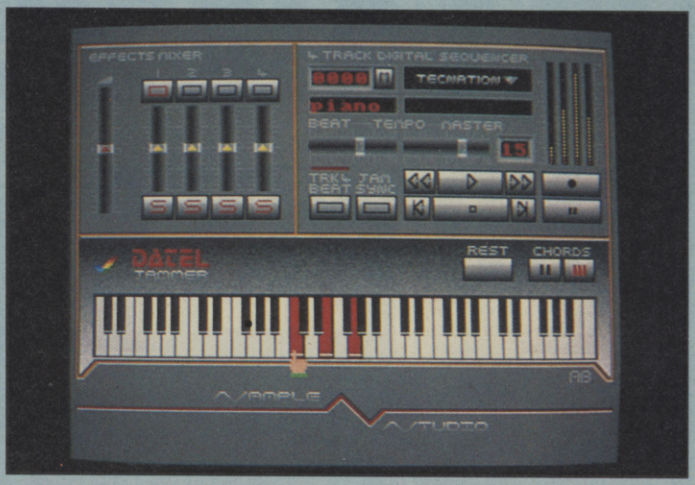
So how do you enter? Below you'll find seven categories we've created for the ideal joystick. What we want you to do is put them in order of importance:

a) Autofire facility.
b) Colour matches your wallpaper.
c) Sound ergonomic design.
d) Tough and durable.
e) Suitable for both left and right-handed people.
f) Eight-way directional micro switch circuitry.
g) Five foot connecting cord.

First card out of CU's compo sack to fit our own *expert* view wins the Amiga, then it's the next twenty who win the sticks. Answers on postcards only please to Powerplay Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU.

DATEL ELECTRONICS





AMIGA PRO SAMPLER STUDIO + DATEL JAMMER

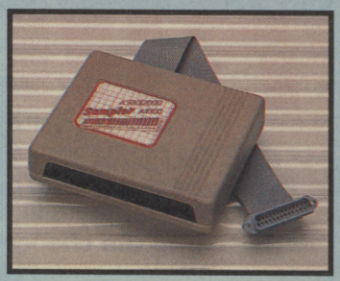
- A top quality sound sampling system at a realistic price.
- 100% machine code software for realtime functions.
- HiRes sample editing.
- Realtime frequency display.
- Realtime level meters.
- Files saved in IFF format.
- Adjustable manual/automatic record trig level.
- Variable sample rate & playback speed.
- Seperate scroll line waveform windows plus zoom function with Edit windows for fine accurate editing.
- 3D shot of sound waveform. Wave editor to design your own waveforms or adjust existing ones.
- Microphone & line input 1/4" Jack & Din connections.
- Software files can be used within other music utilities.

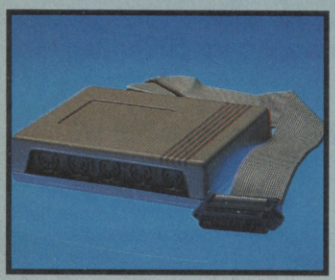
ONLY £69.99 PLEASE STATE A500/1000/2000

To complement the Sample Studio the Datel Jammer gives you a 5 octave keyboard to play & record your sampled sounds.

FEATURES:-

- 4 track sequencer up to 9999 events.
- Tempo & Beat controls.
- Mixer Controls on Instruments.
- Load & Save sequence.
- Works on standard IFF file sounds.





MIDIMASTER

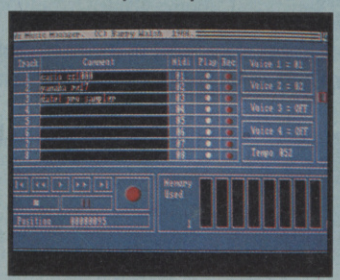
- Full Midi Interface for A500/1000/2000 (please state model).
- Compatible with most leading Midi packages (including D/Music).
- Midi In - Midi Out x3 - Midi Thru.
- Fully Opto isolated.
- No need to pay more - Full Midi standard.

ONLY £34.99

MIDI CABLES

- Top quality.
- 3 metre length.

ONLY £6.99 PAIR
UNBEATABLE VALUE

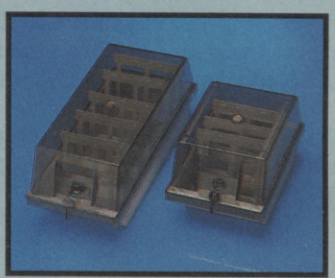


MIDI MUSIC MANAGER

A TRULY PROFESSIONAL MIDI PACKAGE AT A REALISTIC PRICE

- Play sampled sounds on Amiga from any Midi track.
- Full dubbing - listen to one track while recording another.
- Works with many Midi interfaces including Datel Midi Master (see Ad) .
- 8 realtime Midi tracks for record/playback.
- Adjustable track length - limited only by available memory.
- Works with standard IFF files.

ONLY £39.99



DISC/STORAGE BOX OFFERS

- DD40 holds 40 3.5" discs. Lockable.

ONLY £6.99

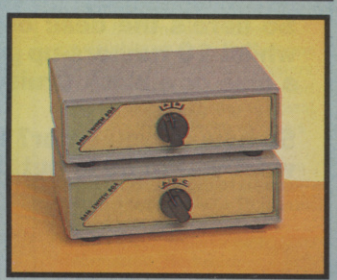
- DD80 holds 80 3.5" discs. Lockable.

ONLY £8.99

DISCS

- 3.5" DS/DD.
- Top quality, bulk packed.

ONLY £22.99
FOR 25 DISCS



DATA/SWITCH BOXES

- A/B type connect two printers to one computer or vice-versa.
- Centronics connections or RS232 Serial connections (25 pin). Please state.

ONLY £24.99

- ABC type connect three printers to one computer or vice-versa.
- Centronics or RS232 connections.

ONLY £34.99

PRINTER LEADS

- 25 pin 'D' to 36 way Centronics parallel lead. 1.2m length.
- A500 or 1000, please state.

ONLY £8.99

ROBOTARM

FULL FUNCTION - 5 AXIS MOVEMENT

- Explore the fascinating science of Robotics with this full feature Robot Arm.
- Human like dexterity - with 5 Axis of movement it is so versatile. It can manipulate small objects with amazing ability.
- Easily controlled using 2 joysticks (any 9 pin type) or connect to your Amiga with our Interface + Software to give Computer/Robotic control (see Interface offer).
- Comes with Accessories including 'Finger' Jaws, Magnetic Attachment, Shovel Scoop, 4 Stabilizing Suction Base Legs, etc.
- Uses 4 HP2 batteries (not supplied) to power motor movement so uses no computer power.
- Self contained, ready to use (except batteries, joysticks).

ONLY £49.99

INTERFACE OFFER

- Unique Software/Hardware package to allow you to interface your Amiga with the Robotarm.
- Train mode allows you to store & then repeat movement sequences.
- Very easy to use.
- This Interface is not needed to use the Robotarm but interfacing with your Amiga has great possibilities.

ONLY £24.99
COMPLETE WITH CABLES.

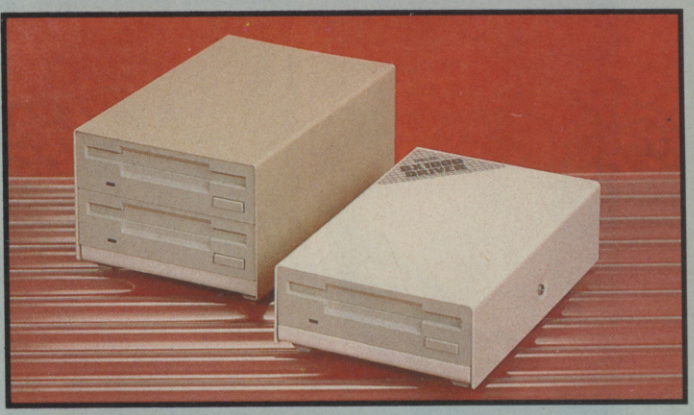
DATEL ELECTRONICS

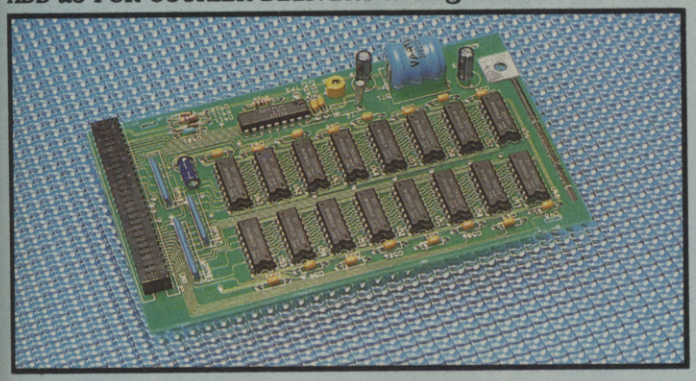
EXTERNAL 3.5" DISC DRIVE

- Slimline extra low profile unit - only 6" long!
- Top quality NEC drive mechanism.
- Throughport allows daisy-chaining other drives.
- A superbly styled case finished in Amiga colours.
- Fully compatible.
- 1 meg unformatted capacity.
- Good length cable for positioning on your desk etc.
- Value for money - before you buy a drive please compare the features - this drive has an NEC drive unit & is housed in a superb housing - many units available are built to a price & not a standard. Don't spend a few pounds less & end up with 'rubbish' - & remember you are buying from the manufacturer.
- Complete - no more to buy.
- Single or twin drive models available.

ONLY £89.99 SINGLE DRIVE £149.99 TWIN DRIVE

ADD £5 FOR COURIER DELIVERY IF REQUIRED





512K RAM EXTENSION CARD

- Available with/without calender/clock option.
- Simply plugs internally into A500 slot.
- Switch in/out with switch supplied.
- Fitted in minutes - no soldering etc.
- Accepts 41256 DRams (zero K fitted).
- With calendar/clock onboard time/date automatically booted.
- Battery backed to retain time/date.

ONLY £19.99 FOR STANDARD CARD TO ACCEPT 512K

ONLY £34.99 FOR VERSION WITH CLOCK/CALENDAR

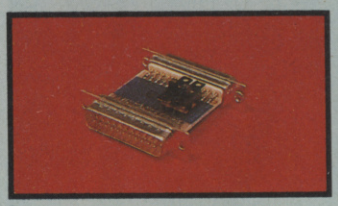
PHONE FOR LATEST FULLY POPULATED BOARD / RAM PRICES.

MARAUDER II

QUITE SIMPLY THE BEST DISC COPIER AVAILABLE FOR THE AMIGA (ALL MODELS)

- Superfast disc copier will copy almost any commercial disc.
- Friendly user Interface - Mouse driven throughout.
- Completly compatible with Amiga multitasking system.
- Even decrypts many encoded programs including D. Print/Video/ Paint/Music/II etc.
- Supports up to 4 drives simultaneously for multple copies.
- Special 'Strategy Files' cope with even the most advanced protection schemes.
- Now shipping the latest version.
- Fast option - typically around 80 seconds.
- USA's top selling copier.

ONLY £29.99 POST FREE



EXTERNAL DRIVE SWITCH

- Switch in/out of external drives.
- Save on memory allocated for drives not currently in use.
- DF1 & DF2 controlled.

ONLY £9.99

REPLACEMENT MOUSE

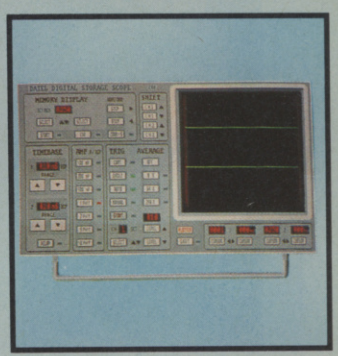
- Fully Amiga compatible.
- Rubber coated ball.
- Optical type.

ONLY £24.99

SPLITTER LEAD

- Allows joystick & mouse to be connected to same port.

ONLY £4.99



DATA ACQUISITION UNIT

- Turn your Amiga into a sophisticated measuring instrument capable of measuring a wide range of data inputs.
- Sample & display events from microseconds to hours- with amplitudes from milivolts to 50 volts.
- A Hardware/Software package with very high spec. including:-

DIGITAL SCOPE DISPLAY - 2 channel inputs.Manual or continuos display. Timebase 500ms/div to 20us/div- accurate to 5%.

- 6 bit flash conversion gives 2 million samples/sec.

PLOTTER DISPLAY

- Timebase range 1 sec to 10hrs per plot.

All features found on units costing thousands of pounds.

ONLY £89.99

PLEASE STATE A500/1000/2000

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

RUBBER SOULS

THE MAKING OF A SPITTING IMAGE

With the funniest, rudest, crudest comedy since the Young Ones due to return to your TV screen for a new series and the prosect of a computer game from Domark appearing this side of Christmas, CU pulled a few strings to find out just how Fluck and Law make their spitting images. Mike Pattenden made the dummy run . . .

Back in 1984 a comic puppet show appeared that made the muppets look like Punch and Judy. Its humour was mean, vicious, cruel, nasty and, best of all, completely indiscriminate. It held royalty, the Church, politicians, film stars and musicians in equal contempt. And it took the world by storm. Yes, the world. Spitting Image has appeared in specially made shows for the US, Canada, Australia, France, Spain and Italy. In Sweden the huge furniture chain Ikea uses likenesses of national celebrities, 'The Chicken Song' went to number one, and a Ronnie Reagan 'Pet Hate' doggy chew mysteriously appeared in the White House. There are even plans for a Disney-style Spitting World.

Not even creators Fluck and Law can have imagined that kind of success when they registered the 'Spit 'N' Image' (sic) company and took up residence in a disused warehouse in London's Isle of Dogs. They're still there with a large team that works on a kind of puppet production line churning out those cruel caricatures. What's not so well-known is that the rubber dummies began life as plasticine models which were photographed and sold as postcards, posters and illustrations for the media. The transition from solid models to bendy moveable puppets only happened after a painfully slow period of experiment, negotiation and fund raising, with, at one point Sir Clive Sinclair putting money into the project.

Now the making of a Spitting Image puppet is a finely honed art, though still one which requires a good deal of time, care and money. The process begins with a caricature drawing which is normally done from a number of photographs from magazines and newspapers. Like any caricature it involves cruelly accenuating obvious features in people. Easy targets are things like Prince Charles' ears, Thatcher's nose, Jimmy Hill's chin, and the Pope's slappy pontiff's pate.

These pictures are then tacked up on a board and a clay model is fashioned into an evil likeness. Much of the work is handled by staff, but originally Roger Law used to work on the overall bust with

Bob Hoskins and Michael Caine — rubber Cockneys.

Michael Caine at the modelling stage. Not a lot of people know that . . .

Peter Fluck coming later on and putting in the ugly creases and hideous warts that seem to disfigure most of their puppets.

Resin is then painted all over the finished figure to seal the clay so that the fibre glass mould it is used for doesn't stick. The mould is simply a negative of the face which leaves a seam along the middle of the head where it joins front and back. The puppets are either made from foam or latex set in plaster. The latter method is quicker, but the foam is much more durable. The formula is by the way, like Colonel Sanders secret recipe, a closely guarded secret.

It's not a wind up when I tell you plastic surgeons have studied its potential. All that Fluck and Law will admit is that there are five chemicals in the recipe and the heads are 'cured' between 100° and 200° centigrade.

With the latex/foam puppet finally 'set', a bizarre looking unit is inserted into the skull. This is the eye mechanism and a cable extends down the spine allowing the eyes to be swivelled realistically.

The puppets are also painted and touched up with those individual characteristics which add to the grim realism of the whole model. Hence you have the dark spatters which make up Kinnock's freckles, or the unsightly drip which is Gorbachev's birthmark.

After that it's on to the wardrobe department where the puppets are dressed — often in clothes from charity shops. Most of the Cabinet, the official book says, is clad by the Spastics Society . . .

It's also here after a week's work in some cases that those final, loving touches are added, like the CND badges which appear on the Queen.

Control of the puppets is far removed from the traditional two-fingers-up-Sooty's-bum technique practised by the likes of old Harry Corbett. Some of the puppets can take up to three people to control them, working the mouth, eyes and arms. It's no lie that it's so strenuous that weight training is necessary for some of the puppeteers.

You'll be able to see the puppets in action again on Saturday 29th October in a special entitled 'Bumble Down: The Life and Times of Ronald Reagan' based on that loveable old dodderer (*shome mishtake here shurely — Ed*) in the White House. It's followed up by a new six episode series beginning a week later. Add that to the 'Spitting Image Komik Book' to be released shortly before Christmas and global domination beckons.

DON'T BE A DUMMY! WIN A SPITTING IMAGE

You've read how the puppets are made, now win one of yourself. Believe it or not Domark are offering an extremely lucky person the once in a lifetime chance of having themselves ridiculed in latex. You'll be invited to the Limehouse studios of Spitting Image on Sat 17 Dec for a tour of the factory where you'll meet other winners from the magazine industry in a play off which involves your best impressions. Oh, by the way Michael Crawford saying "the cat did a whoopsy" no longer counts as an impression. Certain editors will be present and they'll be making fools of themselves too. Mind you some of them make a career of it.

Runners-up can expect to receive one of 20 Spitting Image books, ten videos and two utterly tasteless pairs of Spitting Image slippers. So how do you win? Well let's test your Spitting knowledge first:

1 Which regional TV Channel is responsible for putting out the programme?
2 What does the Thatcher puppet always dress in?
3 Which organ belonging to Ronald Reagan went missing one series?
4 What unpleasant habit does the Roy Hattersly dummy lapse into?

That was easy wasn't it? Now for a tie-breaker — tell us which puppet not yet created should grace the next series?

Answers on a postcard to Spitting Compo, CU, 30-32 Farringdon Lane, London EC1R 3AU. Compo closes Nov 18.

TOTAL BACKUP POWER T

Now ACTION REPLAY M

NOW EVEN MORE POWERFUL, MORE FRIENDLY AND WILL B

ONLY £29·99 POST FREE

Action Replay works by taking a *'SNAPSHOT'* of the program in memory so it doesn't matter how the program was loaded – from tape or disk – at normal or turbo speed.

- **WARP 25. THE WORLD'S FASTEST SERIAL DISK TURBO – NOW EVEN FASTER! LOADS 200 BLOCKS IN 6 SECONDS! 240 BLOCKS IN 7 SECONDS!** – that's even faster than some parallel systems. Built into the cartridge – no extra hardware or software required. Includes supercast, warpsave, scratch, filecopy/convert. Integrated with normal disk turbo for supercompatibility – auto detects warp or normal format so no special load commands are required. Turbo and Warp 25 speed are entirely independent of the cartridge with SUPERBOOT.
- **SIMPLE TO USE:** Just press the button and make a complete backup – tape to disk, tape to tape, disc to tape, disk to disk. THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.
- **TURBO RELOAD.** All backups will reload at turbo speed, COMPLETELY INDEPENDENTLY OF THE CARTRIDGE.
- **SPRITE KILLER.** Make yourself invincible. Disable sprite collisions – works with many programs.
- **PRINTER DUMP.** Freeze any game and print out the screen. Eg. loading picture, high score screen etc. Works with most printers. MPS 801, 803, Star, Epson etc. Double size, 16 shades, reverse print option. Very versatile – no user knowledge required.
- **PICTURE SAVE.** Save any Hires multicolour screen to disk at the push of a button. Compatible with Blazing Paddles, Koala, Artist 64, Image System etc.
- **SPRITE MONITOR.** Unique Sprite monitors allows you to freeze the action and view all the sprites, watch the sprite animation, save or delete any sprite. Load sprites from one game into another to make customised programs.
- **POKES/CHEAT MODE.** Press the button and enter those pokes for extra lives etc., then restart the program or make a backup. Ideal for custom games.
- **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load – a unique feature. Enhancement disk available for non standard multi-loaders (see below).
- **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side – 6 programs per disk, if you use both sides.
- **TEXT MODIFY.** Change title screens, high score screens etc. Put your own name into a game then restart it or make a backup to tape or disk. Very simple to use.
- **MONITOR.** Full feature 'Floating' type MACHINE CODE MONITOR. All standard features plus many more:- assemble, disassemble, hex dump, interpret, transfer, compare, fill, hunt, number conversion, bank switching, relocate, load/save etc. Uses no memory. Full printer support.
- **DISK MONITOR.** A special monitor for use on the RAM inside your disk drive. All the usual commands – a useful hacking tool.
- **WHOLE DISK COPY.** Copy a full unprotected disk in under two minutes with only one drive.
- **FAST FILE COPY.** Works with standard and Warp 25 files of up to 249 blocks. Converts formats to and from Warp 25.
- **FAST FORMAT.** Under 20 seconds.
- **TOOLKIT COMMANDS.** A whole range of useful new commands including: AUTO LINE NUMBERING, DELETE, MERGE, APPEND, OLD, LINESAVE, etc., PRINTERLISTER – list any program (including directory) directly from disk to printer or screen without corrupting memory.
- **REDEFINED FUNCTION KEYS.** Single stroke commands for operation of many common commands including: LOAD, SAVE, DIR. Load from directory – no need to type in filename.
- **TAPE TURBO.** Designed to make turbo load/save for your own programs. No screen blanking during loading.

WHAT THE REVIEWERS SAID

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. The cartridge king!

Commodore Disk User

REMEMBER all features are built in and available at the touch of a key. All features work with both **TAPE** and **DISK.** (Except multipart transfer & disk file utility).

ACTION REPLAY ENHANCEMENT DISK

The biggest and best collection of special parameters and file copy programs for transferring non-standard multi-load tapes to disk – games like **LAST NINJA, CALIFORNIA GAMES, LEADERBOARD, DRAGON'S LAIR** – SEVENTY titles in all. Almost all major titles covered. Latest edition includes **COMBAT SCHOOL, PLATOON, PREDATOR, GAUNTLET II, TESTDRIVE, SKATE OR DIE, APOLLO 18, THE TRAIN** and many more. Cheats for infinite time, lives etc.

The **GRAPHIC SLIDESHOW** – latest edition displays multicolour pictures or loading screens saved by Action Replay or any major Art Package – Blazing Paddles, Koala, Advanced Art Studio, Artist 64 etc. Lots of fun.

Only **£7.99**. Upgrades – send £3.00 plus old disk.

TAKES A QUANTUM LEAP
MK IV HAS ARRIVED!

FOR CBM64/128

BACKUP MORE PROGRAMS THAN ANY RIVAL UTILITY.

BUT THATS NOT ALL ... NOW AVAILABLE FOR THE SERIOUS PROGRAM HACKER

ACTION REPLAY IV 'PROFESSIONAL'™

● All the features of the normal Action Replay IV but with an amazing on board LSI LOGIC PROCESSING CHIP. Plus 32K operating system ROM and 8K RAM CHIP. The first RAM/ROM based cartridge of its type!

ALL THE MK IV FEATURES PLUS ...

● **FULLY INTEGRATED OPERATION.**

The MK IV 'Professional' has all the features of the MK IV plus an onboard custom LSI LOGIC PROCESSING CHIP that integrates the whole range of utilities and makes them available at the press of a button at any time.

● **EXTENDED MONITOR.**

The 'Professional' has an extra powerful machine code monitor. Because it has both ROM and Ram at its disposal the Professional can freeze any program and then examine the WHOLE OF COMPUTER MEMORY in the frozen state including screen RAM, ZERO PAGE and STACK.
Full feature disassembly, compare, fill, transfer, hunt, relocate, jump etc, etc. In fact all the features of the best fully blown monitor available. Return to the frozen program at the press of a key at the point you left it! An absolute must for the program hacker – or even the programmer who needs to de-bug his program.

● **INTELLIGENT HARDWARE**

The Professional hardware is unmatched anywhere in the world today. The special logic processing chip can cope with protection methods as they appear by reacting to its environment.

● **RAM LOADER**

In addition to Warp 25, the AR4 Professional now has RAM LOADER. Making use of its onboard 8K Ram the Professional can also load commercial disks directly at up to 25 times normal speed. Remember this feature is in addition to AR4's unique Warp 25 feature that reloads all backups at 25 times speed.

MK IV PROFESSIONAL ONLY £34.99 POST FREE

WARP 25
Reloads an average BACK-UP in 6 Seconds!!

UPGRADE INFORMATION

MK III TO MK IV. Just send £9.99 and we will send you the new MK IV Chip to plug into your cartridge. Fitting is very easy.
MK III TO MK IV 'PROFESSIONAL'. Send your old cartridge plus £19.99 and we will send you a new Professional MK IV.

MK 2 Action Replay owners can get £10 as part exchange against either the MK IV or Professional. Send old cartridge plus balance.

PERFORMANCE PROMISE

Action Replay will backup any program that any other cartridge can backup – and more! It also has an unmatched range of onboard features. Before you buy check our competitors ads to see what they offer and see how many of the Action Replay MK IV features are either not there or have to be loaded from Supergate disks etc. When you buy Action Replay if you don't find our claims to be true then return it within 14 days for a full refund.

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	UK ORDERS POST FREE
0782 744707 24 hr Credit Card Line	Send cheques/PO's made payable to 'Datel Electronics'	EUROPE ADD £1.00 OVERSEAS ADD $3 FAX 0782 744292

DATEL ELECTRONICS

DATEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

Welcome to the new-look tips section. To keep up with rest of the mag, Play To Win has had a bit of a re-shuffle, and now includes hints, tips, and maps plus POKEs from the now-defunct God-like Genius section. These are all bundled together now, so you won't have to go scouring the mag to find them.

From now on, both 64 AND Amiga games are featured, so any Amiga owners out there with hints, POKEs or maps should send 'em in. There's also a prize for the best entries, of a brand spanking new CU T-shirt, plus a hot piece of software for the Commodore machine of your choice.

So, no excuses — get writing, drawing and poking. The address is PLAY TO WIN,. Priory Court, Farringdon Lane. London EC1R 3AU. To kick off, here's a *Thundercats* listing for all those Amiga owners with two drives or a 1Meg machine — well, there's bound to be one.

THUNDERCATS

```
10 PRINT TAB(10)"** Thunder-
cats cheat © DAVID SLACK **"
20 PRINT: PRINT "Insert your
Thundercats backup disk"
30 PRINT "in any drive and
press a key:"
40 WHILE a$ =""
50 a$ = INKEY $
60 WEND
70 OPEN "R", #1,
"Thundercats-cheat:
c/thunder", 1
80 FIELD #1, 1 AS t$
90 PRINT: PRINT "Would you
like unlimited lives Y/N"
100 b$ = INKEY$
110 b$ = UCASE$ (b$)
120 IF b$ ‹› "Y" AND b$‹› "N"
THEN 100
130 IF b$ = "Y" THEN 270
140 PRINT: PRINT "How many
lives do you want 1-255:";
150 INPUT n
160 IF n‹1 AND n›255 THEN
150
170 n =n +23770
180 n1 = INT (n/256)
190 n2 = n – (n1 ★256)
200 PUT #1, 19903
220 LSET t$ = CHR$ (n2)
230 PUT #1, 19904
240 CLOSE # 1
250 PRINT "finished"
260 END
270 LSET t$ = CHR$ (24)
280 PUT #1,32410
290 LSET t$ = CHR$ (224)
300 PUT #1,33096&
310 CLOSE #1
320 PRINT "Finished"
330 END
```

This listing allows you to have either unlimited lives or to specify the number of lives that you want. This program only works if you have 2 drives or at least 1 meg of memory.

1. Make a backup copy of your TC (*Thundercats*) disk on to a blank disk.
2. Relabel your backup copy to "THUNDERCATS-CHEAT"
3. Load AMIGA BASIC.
4. Type in the listing printed below.
5. Save the listing on disk.
6. Run the program.
5. To use the cheat version of TC follow the instructions for either 2 drives or for 1meg:

2 Drives
1. Reset your computer and put your original TC disk in drive DF1: (and your TC backup in DFO:
2. TC will now load and run.

1Meg
1. From your workbench disk copy L: RAM-HANDLER to your TC backup disk and also copy C/ COPY to your TC backup disk.
2. Change the file S/ STARTUP-SEQUENCE on your TC backup disk to read "COPY C/THUNDER RAM:" and press RETURN.
5. After a short time you will finally be able to play your cheat version of *Thundercats*.

Thanks to David Slack of Kent for that one.

BACK TO THE FUTURE

We had a cry for help from D Rochelle last month, who couldn't get past 'PRESS PLAY ON TAPE' with *Back To The Future*. It just so happens that someone sent in the entire solution. Unfortunately, his name has gone missing. But thanks, whoever you are . . .

Give the Love Poems to George, His picture turns green and he will then follow you. Take him to the hall, and freeze him with a guitar.

If Lorraine is not in the hall, go and find her — she follows you automatically. When you enter the hall, walk past George and pick up the guitar. As Lorraine walks past George and touches him, freeze her with the guitar.

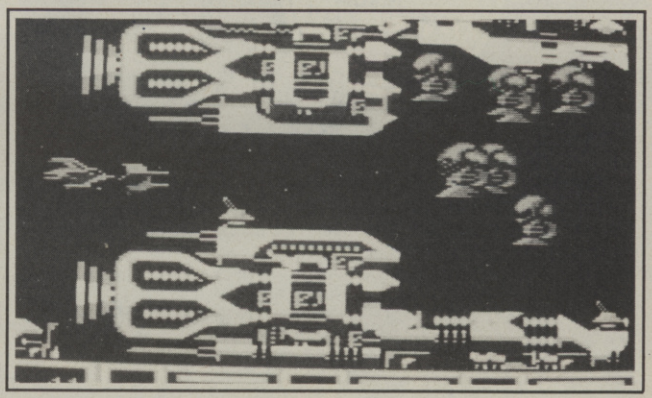
The family picture on the right now starts regenerating, and continues until the guitar wears off. Rather than wait around until this happens, go to the coffee shop and wait. Biff soon appears. Give him some coffee; this freezes him and keeps him out of your way for a while. Go back to the hall. If Lorraine and George start moving, then repeat the process as above.

Once the picture is complete once more, go to the Doc's house. Enter, then exit, and the sports car whisks you back to the future. Easy, really.

KATAKIS

Hi! Güttentag, Deutschlander compütervolks. Ole Peter Galasen from Norway has a cheat für der *R-Type* verboten program *Katakis*, (Amiga version available en Deutschland only). To activate dem trainer mode press 'Y' after inserting the datadisk. Take der One/Two player selection, followed by der maustaste in port zwei. Press right maustaste feuren until das spiel loaded. You have now infinite Katakisvessel. Gut, eh?

Not R-Type *at all. No siree. Nope.*



APOLLO 18

Anyone whishing to perfect their astronaut training on EA's Apollo 18, should thank someone called *WHO* for this quickie: Reset the game on the title screen and type POKE 2356, ★: SYS 2335

Replace '★'with the numbers 1 to 11 to practise any stage you wish. . .
1 Mission Control
2 Docking
4 Course Correction
6 Lunar Landing
7 Eva, Moonwalk
8 Lunar Lift-off
9 EVA, Spacewalk
11 Re-entry
(Did you know NASA send astronauts to the Ed's parties so they can become acclimatised to places with no atmosphere?)

ASTERISK CORNER

While sauntering through other people's code, David Lumb of West Yorks has found more messages from the authors. . .
Arkanoid II*: F off out of my code you t**t!**
Mario Brothers*: A**e-licking w*r!**
***Rambo*: Get lost**
Mega Apocalypse*: Hackers F off and die (a sentiment also echoed by the authors of *Last Ninja*)**

PLAY TO WIN

Well really, Mr Nicol! If anyone else gets told to go away (or words to that effect), let us know — it beats reading POKEs all the time.

ARKANOID II: REVENGE OF DOH —

If you're still struggling with *Arkanoid: Revenge of Doh* (and I think there's probably quite a few of you), type DEBBIE S on the high score table for infinite lives. What, it's that simple? Yes. And what's more, to show his affection for Miss Spencer, the author has left a secret message which you can read by holding down the function keys. Everybody say aaahh. . .

JET SET WILLY II

A couple of issues back. AV Buckland of Middx (amongst others) sent in a heart-rending plea for assistance with the old chestnut *Jet Set Willy II*. Ever keen to help, Carl Twynham of Hants has provided the following listing which allows you to POKE the guts out of it. . .

```
10 FOR A = 355 TO 427: READ Z: POKE A, Z: NEXT
20 INPUT "Speed (1 to 10)"; A: POKE 374, A
30 INPUT "Infite lives (Y/N)"; A $: IF A $ = "N" THEN POKE 380, 173
40 INPUT "Abolish Sprite Collision (Y/N)"; A$: IF A$ = "N" Then Poke 370, 173
50 INPUT "Fall Any Height (Y/N)"; A$: IF A$ = "N" THEN POKE 357,173
60 INPUT "Movement of practice levels (Y/N)"; A$: IF A$ = "N" THEN POKE 385, 173.
70 INPUT "Use F1 As Transporter Beam (Y/N)"; A$
80 IF A$ = "N" THEN POKE 390, 173: POKE 395, 173: POKE 400, 173
90 INPUT "Objects Required To Finish (0-999)"; A$: A$ = Right $ ("00" + A$, 3)
100 SYS 419
110 DATA 169, 174, 141, 98, 84, 169, 1, 141, 25, 115, 169, 96, 141, 32, 115
120 DATA 206, 9, 84, 169, 4, 141, 160, 78, 169, 109, 141, 244, 81, 169, 173, 141, 198, 98, 169
130 DATA 76, 141, 233, 75, 169, 13, 141, 234, 75, 169, 75, 141, 235, 75, 76, 0, 56, 169, 99, 141
140 DATA 148, 130, 169, 1, 141, 149, 130, 76, 150, 130, 32, 86, 245, 169, 1, 141, 215, 3, 96.
```

PLATOON

For all those people unfortunate enough to have bought *Platoon* for the Amiga — tough. The game, that is. If you are still struggling on the first section — and I wouldn't be at all surprised — type "Hamburger" on the title screen.

Now press f4, which takes you straight to the village. Go to the far left hut and collect the torch from the round pot. Now go two huts to the left and collect the map after shooting the guard. You can now go to the next hut on the right, go down the trapdoor and play the second level with a full(ish) complement of men.

QUADRALIEN

The CU team weren't too impressed with this Amiga arcade adventure shoot em up thingy, but if you DO have it and want some help read on.

MODULES/ROOMS:

Rooms are of increasing difficulty, starting with module 1 (at 12 o' clock) getting harder up to module 6 (clockwise).

In module 3 all items on the floor are hidden and so a robot with a built in Geiger scanner is esential. In module 4 all floorbound radioactivity is hidden and so a Geiger scanner is again essential, although any robot can collect a scanner in the room itself and use it. Lazers are disabled in this room so wits and intelligence are most important.

Module 5 is in darkness although the lights will come on when a robot sits on a lighting point. Thus it may be a good strategy to start off by looking for a lighting point with one droid, then use the other for the clearing operation.

GAMEPLAY AND GENERAL TIPS

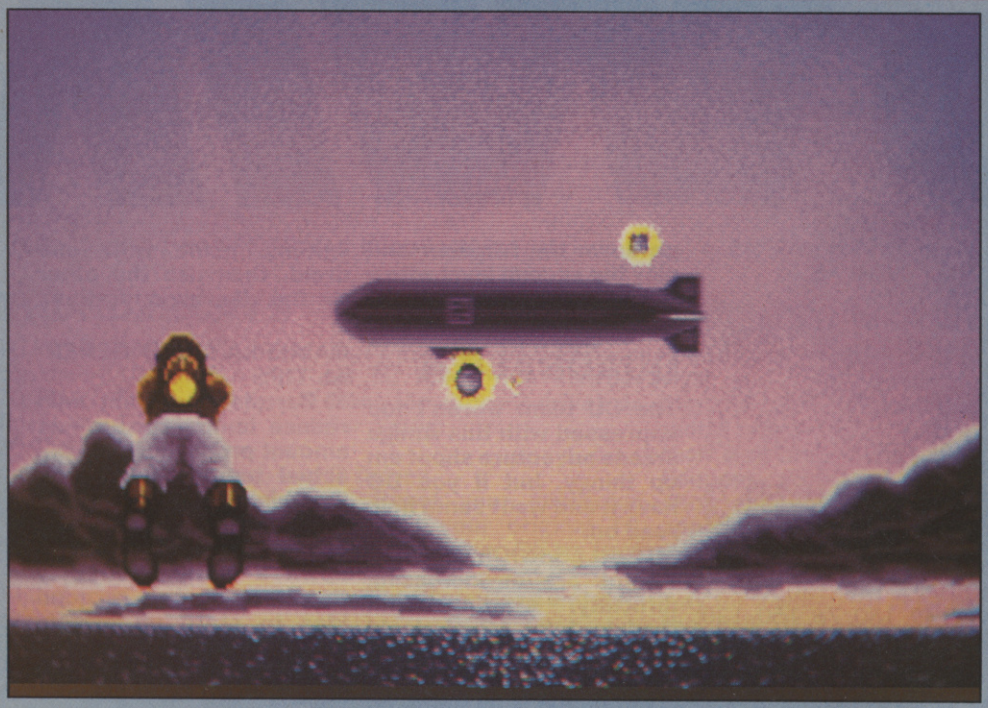
1) Barrels of coolant fluid reduce temperature by an amount proportional to the actual temperature. Thus the higher the temperature, the greater will be the effect of sending a barrel down a chute. You may therefore find it a good idea to store up barrels near chutes, until the temperature gets rather high.

2) Temperature increase rate is linked to puzzle difficulty and entropy. To minimise this rate, keep entropy as low as possible and only tackle more difficult rooms when you have discovered sources of coolant barrels.

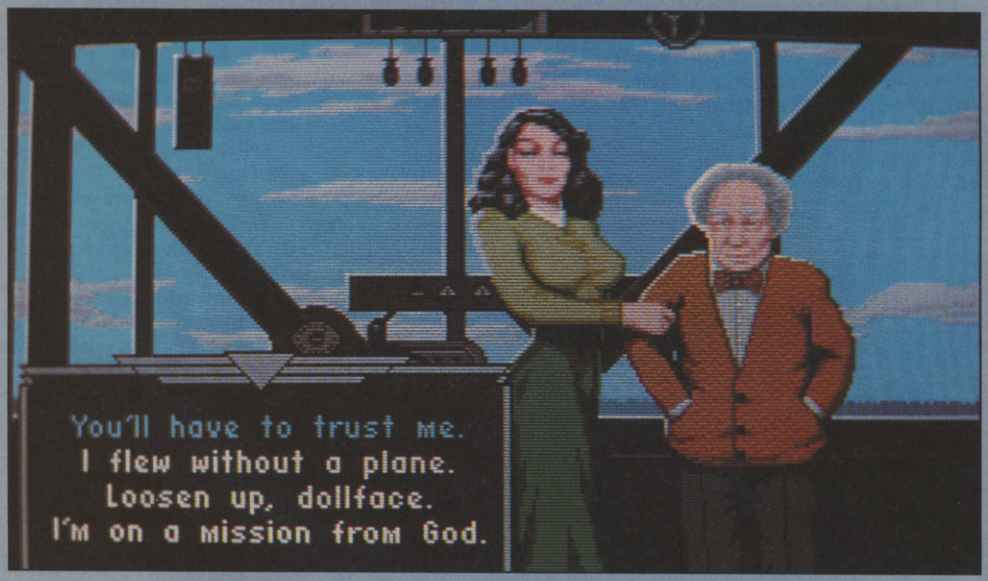
3) Energy cells increase your TOTAL energy by 1000. The maximum level of total energy is 20000 and consequently there is no point in taking any until your total energy has been depleted to at lest 19000 (this depletion takes place during robot recharging).

4) In addition to this total energy, each robot starts a level with its batteries full. Therefore, to make full use of your energy supply, use as many different robots as you can.

5) Touching a Quadralien will drain a robot of 1/16 of its energy and is consequently to be avoided. Where such contact cannot be avoided, use a robot with a low energy status to minimise loss. Marina and a blue Quadralien will, of course, be mutually repellant and therefore her energy drain in such situations will be vastly reduced. With Spud, however, things are reversed — he will attract red Quadraliens and is consequently more susceptible to energy drain.



Taking on the zeppelin.



Make sure you don't blub your lines to Jane.

Having trouble defeating the Hun?
Having a Nazi experience?
Gary Whitta has finished *Rocket Ranger*, so we picked his brains.
Not very much there, but still . . .

ROCKET

THE WAR ROOM

Your main priority in the War Room is to find either one (though preferably both) of the two Nazi Lunarium plants. Until you find these, there's absolutely no way you'll be able to complete the game. At the start, remove your agent in Germany and place him, along with the other four, in assorted countries in Africa (eg Egypt, East Africa, Kenya, South Africa) as one of the Nazi bases is nearly ALWAYS there, somewhere. If an agent finds a rocket base, immediately remove him and reposition him elsewhere. The same goes if they find something like a brainwashing plant or if they tell you about lunarium traces or Nazi radio signals.

Don't spend more than 10 whole months at the Fort. If you still have not found the base after 10 months, abort and try again. As soon as you find the Nazi base, organise resistance and fly straight to it. If one of your agents is caught, just carry on. If you lose more than two, restart. NEVER order agents to maintain a high profile as they nearly always get caught.

THE NAZI FIGHTER PLANE GAME

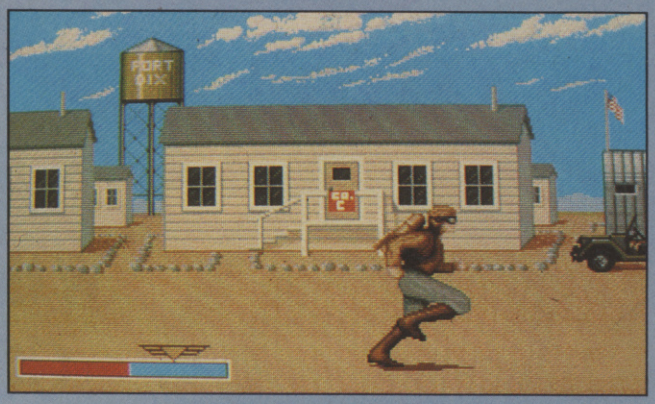
A bit of a toughy at first, but easy enough when you know how. Always keep Cody positioned so that you can see his back and not his belly. With your finger holding down the fire button, stay near the bottom of the screen and wait for the fighters to appear. When they do, maneouvre so you are directly below them and let them have it. If you're

PLAY TO WIN

lucky you'll come out unscathed.

THE ACK-ACK GAME

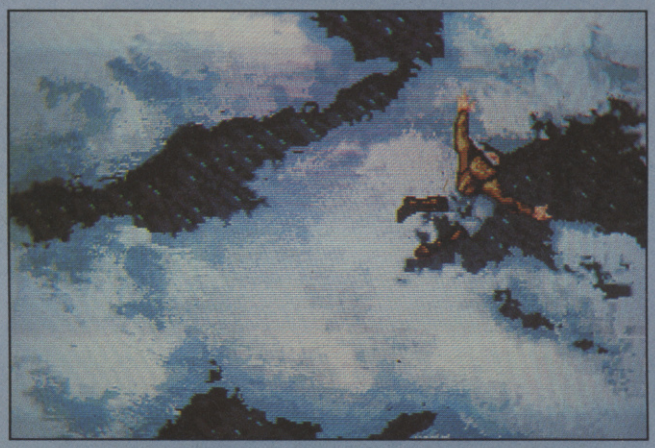
Attacking the Nazi Lunarium base is a piece of cake. Just avoid the flak (a doddle) and remember to fire slightly prematurely at the gun emplacements to allow the Lunarium to spread once it has hit the ground.



Just a small point, but watch your take-off.

HAND TO HAND COMBAT

Simple really, just punch the guard in the head when he blocks to his body. You don't need to block yourself until about the third fight. Keep punching relentlessly and you'll emerge victorious.



Die, and Roc tumbles out the sky.

THE TEMPLE SHOOTOUT

Keep pulling down on the joystick to keep Cody covered while the machine guns are firing. When a window opens, rush over so you are directly below it and open fire (you get about three seconds before it fires). When all the windows have been knocked out, a door in the centre opens to let you in.

THE ZEPPELIN

Fly out to the Atlantic (easy enough) and you intercept the zeppelin automatically. On the first screen, concentrate solely on blowing away the rocket torpedoes. You can't hit the zep at this range so don't try yet. On the second screen, fire a few ranging shots before you attack and then try to hit the canopy below the main airbag (try to allow for the bobbing up and down of the zep). If you succeed, the canopy flashes green and you are taken inside to meet the prof and Jane. The correct answers to Jane's questions are:

1=I'm on a mission from god.
2=I'm only just warming up.
3=You'll never believe me (or words to that effect).

THE FINAL SHOOTOUT

Reeeaaaally tough is this one. Keep on firing (only duck when absolutely necessary) because the final game is played to a very strict time limit (due to your eyesight being weakened by the large quantities of Lunarium). The female lunar death slappas fire directly down at you, making aiming very difficult. The trick is to fire on them before they get a chance to attack, ie while they're sliding down the ropes. There are plenty of zombies to waste so don't hang about.

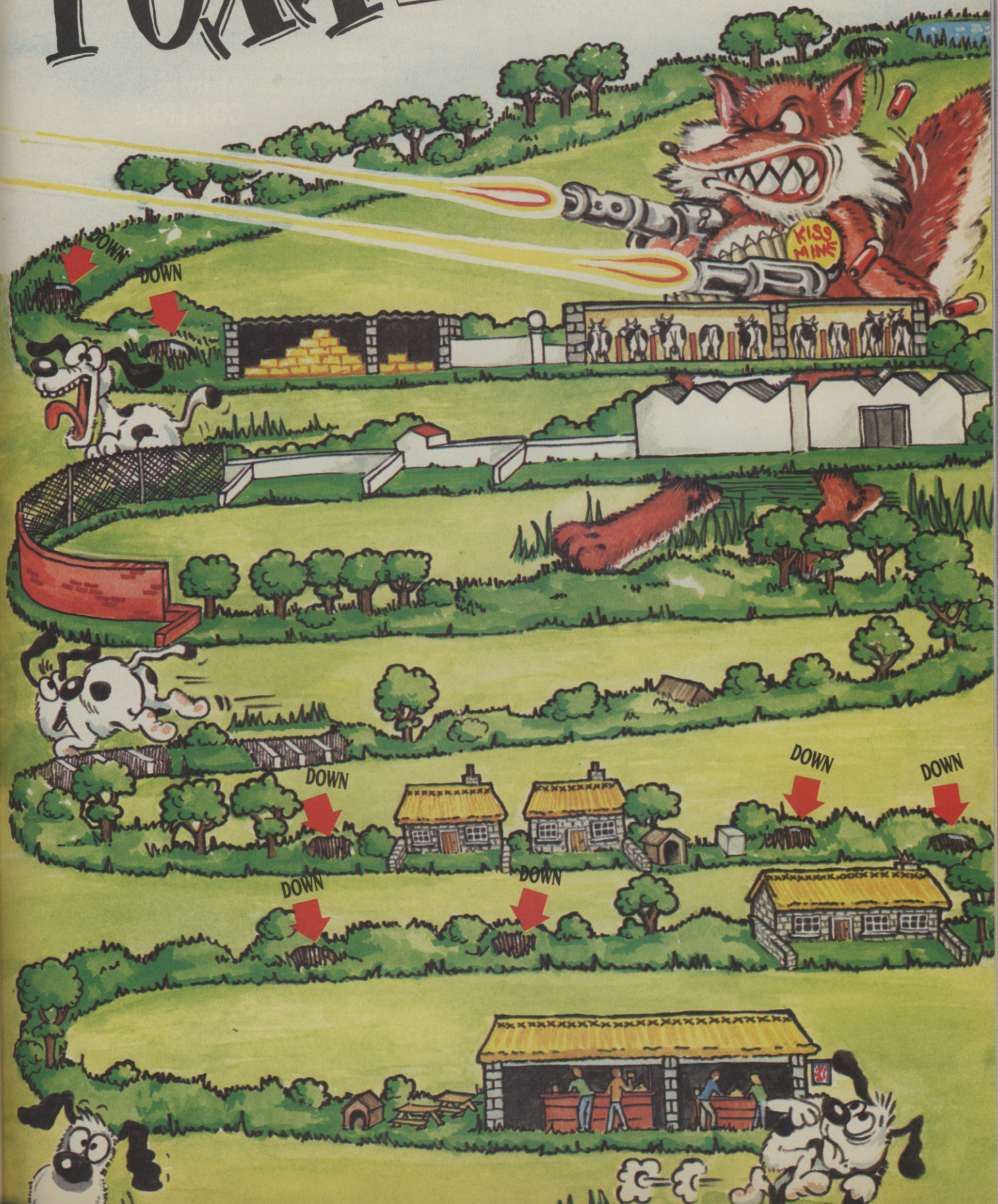
Basically, you'll have to rely on practice and good luck but these should set you off on the right foot.

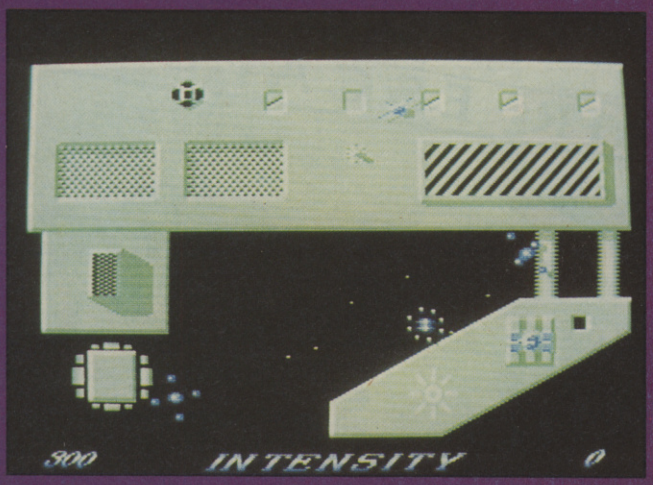
RANGER

GET
SAVAGE
IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.
Amstrad screen shots
Spectrum cassette £8.99
Commodore 64 cassette £9.99, disc £12.99
Amstrad cassette £8.99, disc £14.99
FIREBIRD
A LEGEND IN GAMES SOFTWARE
For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating card number and expiry date) to: The Marketing Department, Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.
Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

FOXX Fights Back

YOUR ESCAPE MAP





Andrew Braybrook has been dragged away from his current ST project (faint cries of 'traitor' in the background) long enough to put dot matrix to printer and cursor to pixel, in order to bring you some hints 'n' tips on his latest game. *Intensity*. Take it away, Mr B . . .

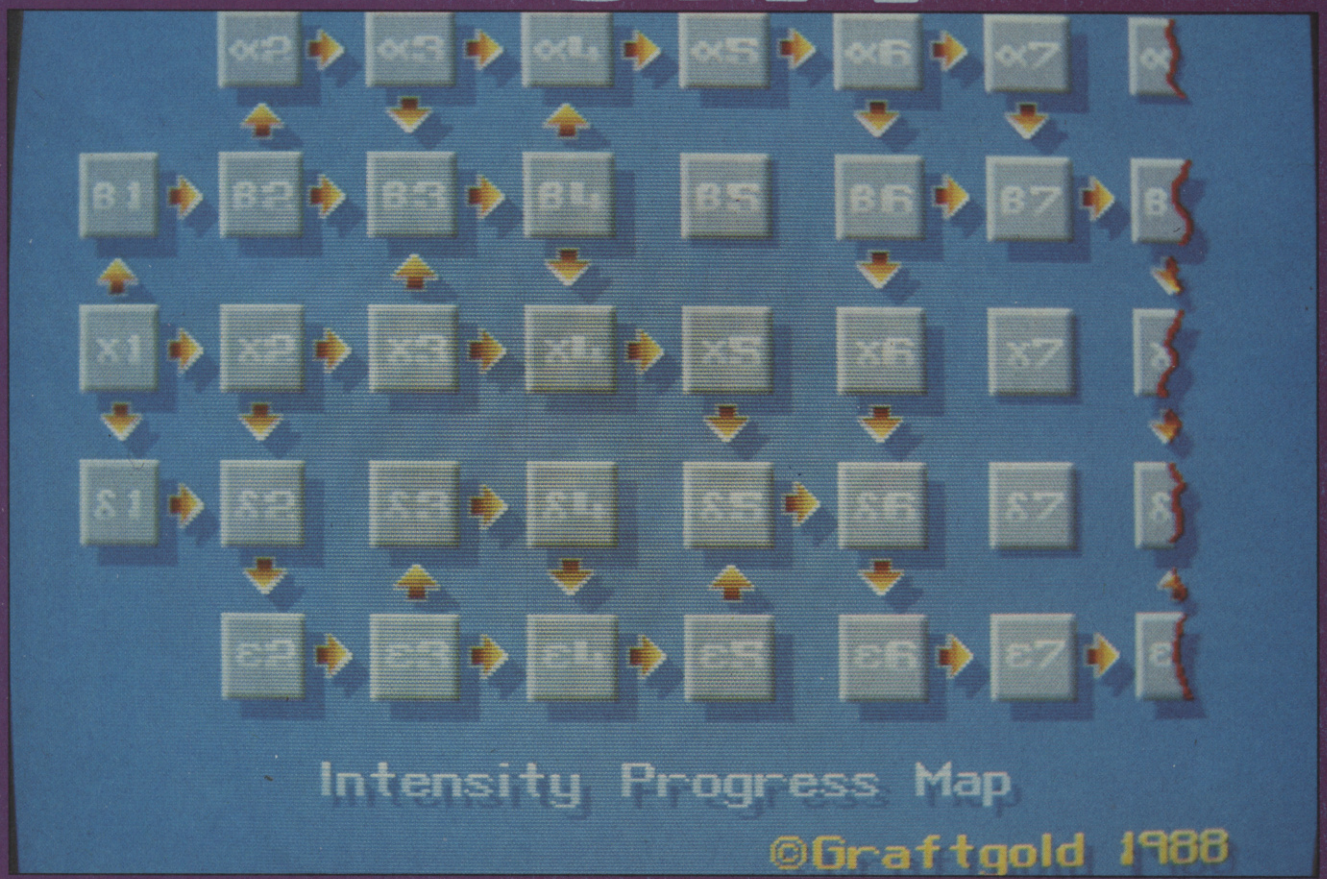
INTENSITY

Intensity is a fast arcade-style game featuring 78 levels or screens and a duel craft mode. The levels are arranged in a 5 × 16 matrix and are linked by one-way exits. Not all exits are present so only certain paths are available to lead you from the start screen on the left to one of the five final screens on the right. Since there are a large number of different routes possible plan out your route carefully based on which shuttle you intend to reach and whether you are just trying to get there or are playing for points.

Any one route could take you through anything from 20 to 30 screens. You have only 50 time segments in which a new craft may be bought, although the game continues beyond that segment. Thus if you choose an inefficient route then new craft may not be avialable in the later stages. However, accomplished players may try to pick the longest route deliberately and buy as little as possible to collect all the bonus points from having 99 RU in the bank.

SKIMMER CONTROL

Controlling the skimmer and drone is fundamental to mastering the game. All the objects in the game cast a shadow onto the surface of the platforms. You can use these shadows to judge the height of various ground features and also the height of the spores and trackers flying above the surface. The drone has a maximum flying height which only has impact after about layer six where high walls are present; The drone must be guided around such obstacles. The three different grades of skimmer behave differently. The gamma skimmer is slow and must avoid many

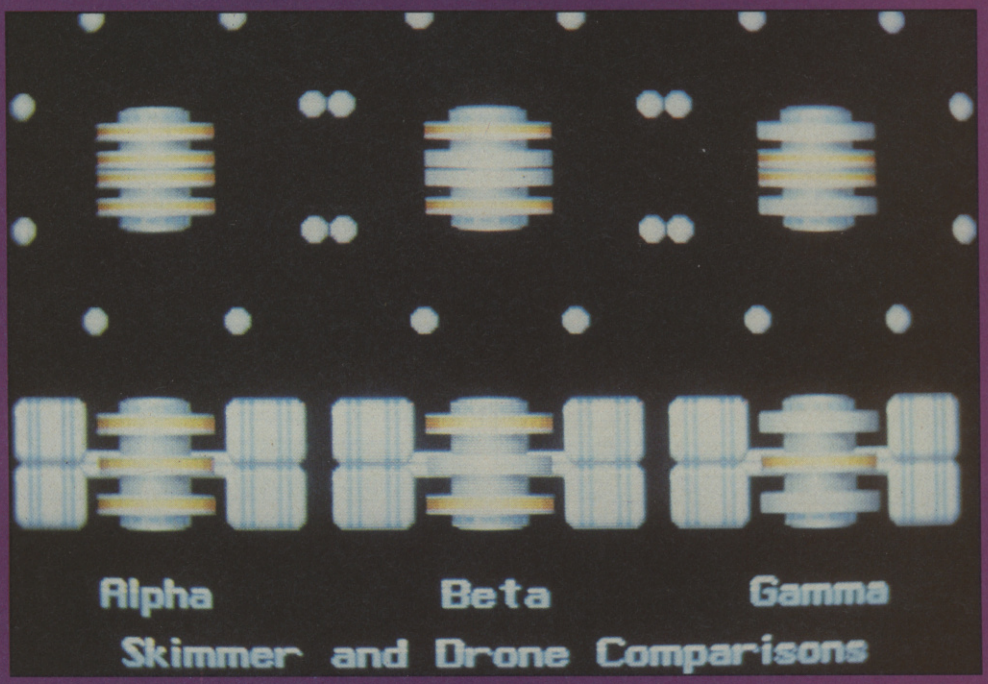


PLAY TO WIN

tall obstacles as its maximum flying height is very low. It is imperative that you keep a close watch on the grade of your skimmer and assess quickly where it can fly.

Try to keep the skimmer away from the drone as much as possible. A warning sound is made if the two are too close.

The colonists should be picked up quickly. As time goes by the pace of the whole game accelerates; the time spent on the current screen is taken into account as well as the overall time segment. Try to land the drone in a place where colonists from more than one airlock can reach it, preferably with as direct a route as possible.



Skimmer and Drone Comparisons

ALIENS

The alien mutations should be dealt with at the earliest opportunity. They become more dangerous as they mutate. The spores are naturally afraid of the skimmer and tend to move away from it. They may be chased into the corners or onto the drone to kill them. Although there are no bullets in the game, ramming the aliens does kill them quite effectively. The stalkers must be dealt with immediately as they look around for a colonist and give chase if close enough. Since the colonists are heading for the drone they are usually near to it. Should they be caught, avoiding the resultant nuclon will be virtually impossible. Nuclons take a zig-zag path to the drone. On early layers they move in wide sweeps and may miss they will not miss on later ones. The podule mutation is the last chance to destroy the alien before it becomes a tracker. Once it's mutated into a tracker, it will lock onto one of your craft, usually the skimmer, but as time goes by they realise that the drone must be destroyed also. The tracker chases its target relentlessly, and can avoid many obstacles by flying round or over them. Eventually it will burn itself out if it does not reach its target.

Mutations may be destroyed by other methods than ramming them. The 'R' symbols released from the exit destroy all mutations except the nuclon, self-destrucing in the process. Only the bonus key can destroy a nuclon, but this is quite a sacrifice. The aliens also destroy each other, so steering round a spore whilst being chased by a tracker could cause the two to collide and be destroyed.

TACTICS

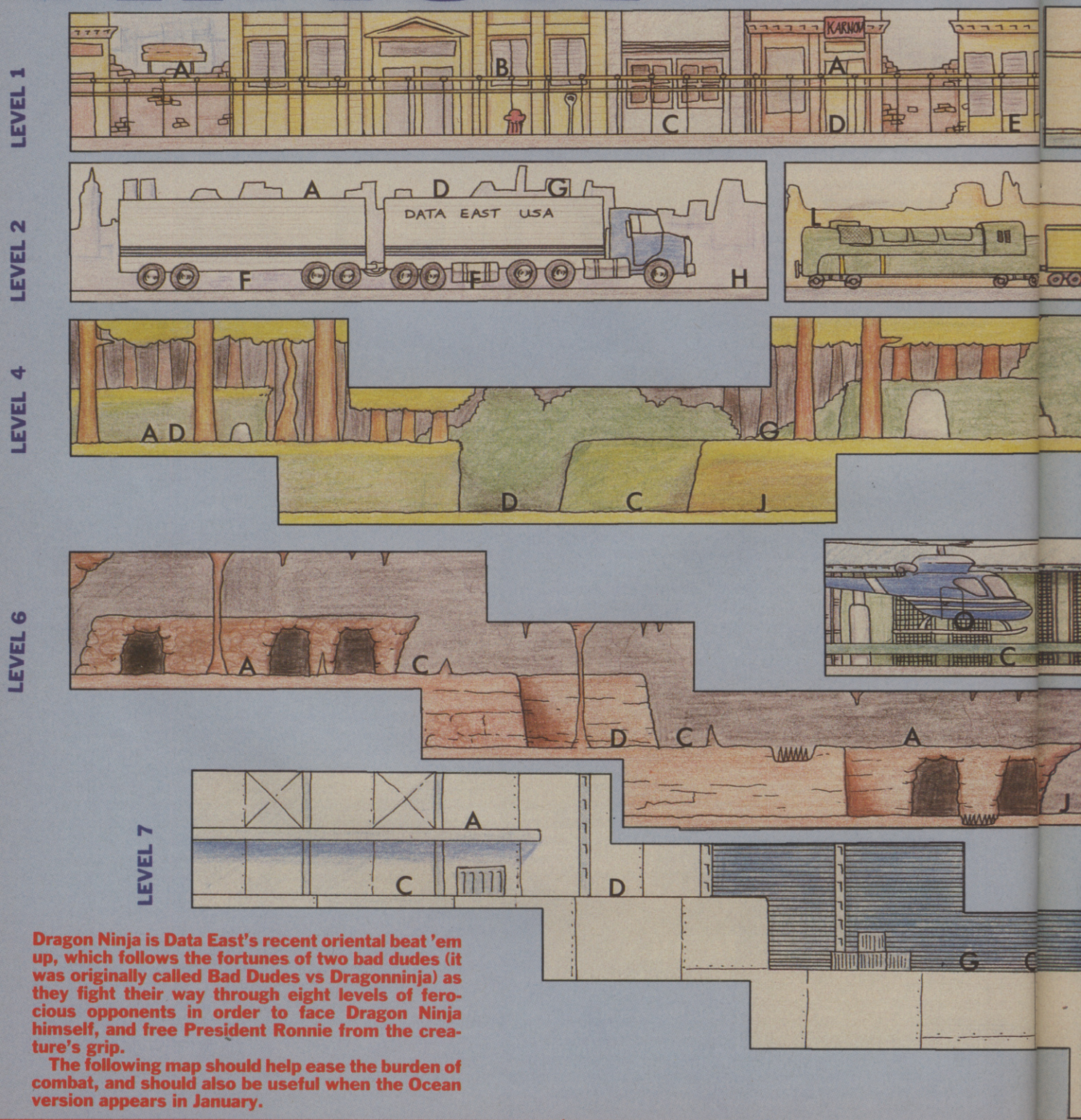
It is best to begin playing the game by attempting to reach the epsilon or delta shuttles. Do not stray onto beta or alpha platforms, all of the aliens and the bonuses move slower on this side of the station. As you move nearer to the shuttles the maximum number of aliens increases, as does their flying height, so they begin to be able to clear high obstacles. It is also more likely that a bonus key will appear instead of an 'R' symbol. Only one will appear per platform and it is a very valuable item to collect. As time segments pass the spores spend less time before dropping to the surface as stalkers; the stalkers tend to stand still rather than jump around aimlessly when they cannot see a colonist; the colonists' air supply shortens; the trackers live longer; and the nuclons live longer. As time passes on a particular screen the bonus symbols last for less time, more aliens appear, and everything else speeds up.

Reaching a shuttle ship and completing layer 16 allows all rescued colonists to board the shuttle before it launches. Each final screen features a different 'mobile text font' and the shuttle is named. Determined players who reach all five different shuttles in one game session will see a bonus screen with the splash effect text font.

Never leave it to the last minute to replace destroyed craft. The 'auto' function in the buying phase always recommends that you have at least 3 of each type of ship ready for use. Alpha craft are best to buy if you can afford it, and they are cheaper on the epsilon side. Gamma craft should only be bought as a last resort as a stop-gap while waiting for another better craft to be built. On later layers an alpha skimmer is essential to navigate the many walls present.

Highest scores are achieved by visiting as many platforms as possible, with as many on the alpha side as you can and by saving your money. Once 99 RU are in the bank and your are using alpha ships, then bonuses really start to mount up. My top score to date is 369,500, reaching the alpha shuttle. Good luck!

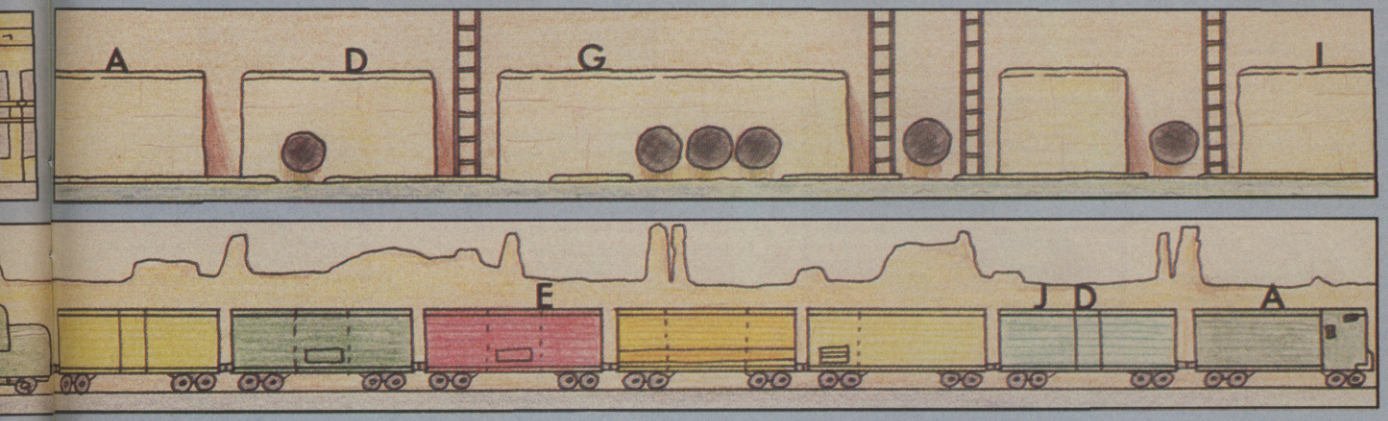
DRAGON NINJA



Dragon Ninja is Data East's recent oriental beat 'em up, which follows the fortunes of two bad dudes (it was originally called Bad Dudes vs Dragonninja) as they fight their way through eight levels of ferocious opponents in order to face Dragon Ninja himself, and free President Ronnie from the creature's grip.

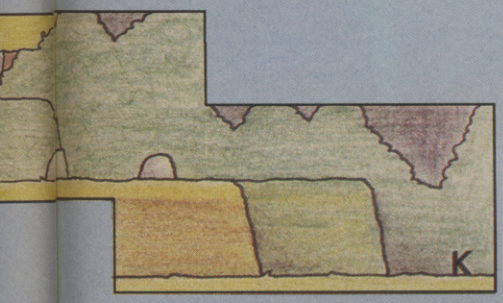
The following map should help ease the burden of combat, and should also be useful when the Ocean version appears in January.

PLAY TO WIN

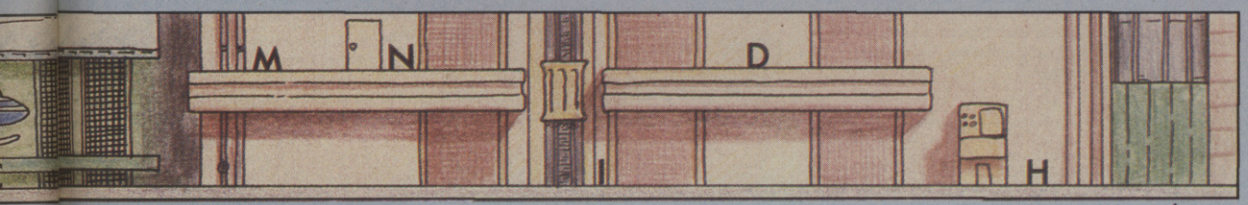


LEVEL 3

LEVEL 5



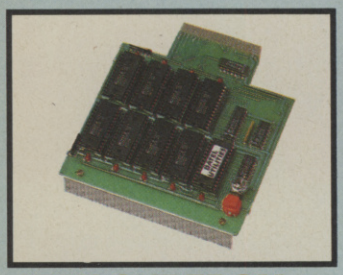
A: Blue, black and red hooded ninjas
B: The Data East truck drives past with eight blue ninjas on board
C: Dogs
D: Hooded ninjas bearing swords
E: Large Karnov-like character that breathes fire and has a pot belly
F: Cars appear alongside the truck carrying blue ninjas. A total of seven cars go past, carrying nine men altogether



LEVEL 8

G: Monkeyman
H: Chimp-like character carrying huge claws on either hand
I: Multiplying ninja splits into eight men who must be defeated separately
J: Fire man runs past and must be hit several times. He then changes into a red ninja
K: Large, armour-plated warrior who indulges in acrobatic somersaults and drop-kicks
L: Ninja warrior clad in leather
N: Ninja with a ball-and-chain
O: Dragon Ninja himself, riding on the helicopter skid. Once he's defeated, the helicopter lands and Ronnie is freed.

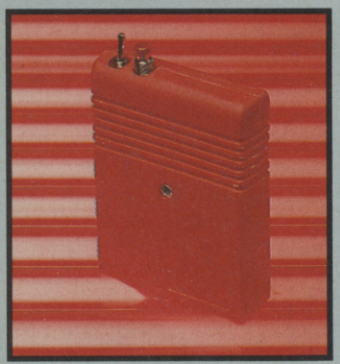
DATEL ELECTRONICS



256K SUPEROM EXPANDER

- ❑ Select instantly from 8 sockets which accept up to 32K EPROM each.
- ❑ Program your own EPROMs using our EPROM programer.
- ❑ No need to have lots of cartridges - just make a selection from the Superom menu.
- ❑ Fully menu driven on power up.
- ❑ Select any slot under software controls.
- ❑ Unique EPROM generator feature will take your own programs - basic or m/c & turn them into autostart EPROMs. (EPROM burner required).
- ❑ Accepts 2764/27128/27256 EPROMs.
- ❑ On board unstoppable reset.
- ❑ On board operating systems - no programs to load.

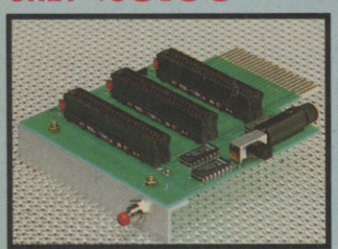
ONLY £29.99



RESET CARTRIDGE

- ❑ Unstoppable reset button. NOTE:- user port cheaper type reset buttons offered by others are not unstoppable.
- ❑ Resets even so called "unstoppable" programs.
- ❑ Add pokes from magazines etc.
- ❑ Fits in cartridge port.
- ❑ Simply plug in.

ONLY £5.99

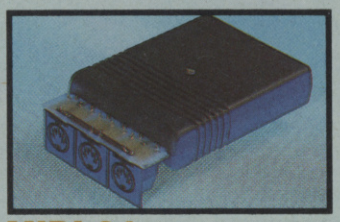


3 SLOT MOTHERBOARD

SAVE WEAR & TEAR ON YOUR EXPANSION PORT

- ❑ Accepts 3 cartridges.
- ❑ Switch in/out any slot.
- ❑ Onboard safety fuse.
- ❑ Fully buffered.
- ❑ High grade PCB.
- ❑ Reset button.

ONLY £16.99



MIDI 64

FULL MIDI INTERFACE FOR THE 64/128 AT A REALISTIC PRICE.

- ❑ MIDI in/MIDI thru/2 x MIDI out.
- ❑ Compatible with most leading software packages.

ONLY £29.99

DIGITAL SOUND SAMPLER

- ❑ The new sampler allows you to record any sound digitally into memory & then replay it with astounding effects.
- ❑ Playback forwards/backwards with echo/reverb/ring modulation.
- ❑ Now with full sound editing module to produce outstanding effects.
- ❑ Full 8 bit D to A & ADC conversion.
- ❑ MIDI compatible with suitable interface. (i.e. Datel unit for £29.99, see ad.).
- ❑ Live effects menu includes real time display of waveforms.
- ❑ Line in/mic in/line out/feedback controls.
- ❑ Powerfull sequencer with editing features.
- ❑ Load/save sample.
- ❑ Up to 8 samples in memory at one time.
- ❑ Tape or disk (please state).
- ❑ Complete software/hardware package.

ONLY £49.99

COM-DRUM

DIGITAL DRUM SYSTEM

- ❑ Now you can turn your digital sound sampler into a digital drum system.
- ❑ 8 digital drum sounds in memory at one time.
- ❑ Complete with 3 drum kits.
- ❑ Real drum sounds - not synthesised.
- ❑ Create superb drum rhythms with real & step time.
- ❑ Full editing. Menu driven.
- ❑ Output to hi-fi or through TV speaker.
- ❑ Load/save facilities.

ONLY £9.99

STATE TAPE OR DISK

COM-DRUM EDITOR

- ❑ 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- ❑ Re-arrange sounds supplied with a Com-Drum to make new kits.
- ❑ Load/save facilities.

ONLY £4.99 DISK ONLY

DATA RECORDER

- ❑ Quality Commodore compatible data recorder.
- ❑ Pause control, counter, etc.
- ❑ Suitable for 64/128
- ❑ Send now for quick delivery.

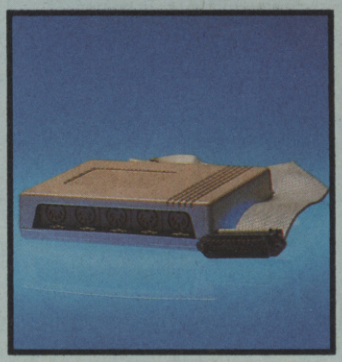
ONLY £24.99

DEEP SCAN BURST NIBBLER™

- ❑ The most powerfull disk nibbler available anywhere, at any price! Burst Nibbler is actually a two part system - a software package & a parallel cable to connect the 1541/1570/1571 to 64/128 (state type).
- ❑ What gives Burst Nibbler it's power? Conventional nibblers have to decode the data from the disk before it can transfer it using the serial bus - when non standard data is encountered they are beat. Burst Nibbler transfers data as raw GCR code via the parallel cable without the need to decode it so you get a perfect copy of the original.
- ❑ ● Will nibble up to 41 tracks ● Copy a whole disk in under 2 minutes ● Full instructions ● Regular updates - we always ship the latest ● Fitted in minutes - no soldering usually required ● Full or 1/2 tracks ● No need to buy parallel cable if you have Disk Demon/Dolphin etc. ● Cable has throughbus extension for other add ons.
- ❑ Wether to choose FastHack'em or Burst Nibbler? Fast Hack'em is unbeatable value as an "all rounder" - with nibblers, 1 or 2 drive copy, format, file copy, 1571 copy etc. etc., so if you have a more general requirement perhaps Fast Hack'em is for you. Burst Nibbler is a pure nibbler second to none, for the reasons stated. So if it's just making backups you are interested in, there is no other product to beat it!

ONLY £24.99 COMPLETE

SOFTWARE ONLY £12.99 **CABLE ONLY £14.99**



ROBOTEK 64

MODEL & ROBOT CONTROL MADE EASY.

- ❑ 4 output channels - each with onboard relay.
- ❑ 4 input channels - each fully buffered TTL level sensing.
- ❑ Analogue input with full 8 bit conversion.
- ❑ Voice input for voice control.
- ❑ Software features:- test mode/analogue measurement/voice activate/digital readout etc.

ONLY £39.99

INCLUDING HARDWARE/SOFTWARE/MIC. ETC,(STATE TAPE OR DISK).

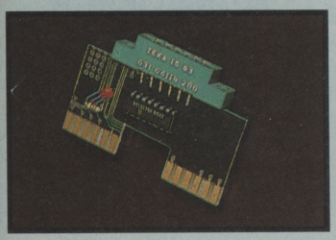
TOOLKIT IV

THE ULTIMATE DISK TOOLKIT FOR THE 1540/1541.

- ❑ A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- ❑ DISC DOCTOR V2 - Read & write any track & sector including extra & renumbered tracks. Repair damaged sectors. Look underneath read errors.
- ❑ HEADER/GAP EDITOR - Decodes & displays ALL header information including off bytes & header gap. Rewrite the entire header & header gap. Renumber sectors. Also edit any sector tail gap.
- ❑ DISK LOOK - Sort directory. Recover lost files. Display file start /end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam.
- ❑ FILE COMPACTOR - Can compact machine programs by up to 50%. Save disk space. Compacted programs run as normal.
- ❑ FAST DISK COPY - Copy an entire disk in 2 minutes or less using single 1541.
- ❑ FAST FILE COPY - Selective file copy. Works at up to 6 times normal speed.
- ❑ FORMATTER - 10 second format an entire disk or format any individual track or half track 0 to 41. Re-define any of 30 parameters to create or recreate unique disk formats.
- ❑ ERROR EDIT - Quickly find & recreate all read errors including extras & renumbered tracks or sectors & half tracks from 0 to 41. Even recreates data under errors & allows you to redefine any necessary parameters.

ONLY £9.99

DATEL ELECTRONICS



NEW CLONEMASTER

- The most effective tape to tape back-up board available.
- Makes perfect backups of your tapes easily & effectively!!
- No user knowledge needed at all.
- On board TTL logic circuitry actually shapes the program & sends a perfect signal to the record cassette - producing a copy better than the origional in many cases.
- L.E.D. indicator shows when data is being transferred to avoid exessive tape winding.
- Works with almost any program including multi-loaders, turbos & even very unusual type turbos.
- Requires access to two CBM compatible data recorders.
- Simply press 'Play" on one recorder & press 'Record' on the other - that's it!
- You can even make a backup while you are loading the program.
- This is a total hardware solution - no programs to load - the results are stunning!

ONLY £9.99

TURBO ROM II

TURBO ROM II IS A REPLACEMENT FOR THE ACTUAL KERNAL INSIDE YOUR 64. IT PROVIDES SUPERFAST LOAD/SAVE ROUTINES.

- Loads most programs at 5-6 times normal speed.
- Saves at 5-6 times normal speed as well.
- Improved DOS support including 10 sec. format.
- Programed function keys:- load, directory, old, etc.
- Return to normal kernal at a flick of a switch.
- FCOPY-250 block file copier.
- FLOAD-special I/O loader.
- Plus lots more.
- Fitted in minutes - no soldering usuallly required. (On some 64's the old ROM may have to be desoldered).

ONLY £14.99

SMART CART

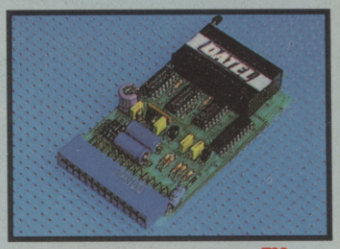
- 32K pseudo ROM.
- Lithium battery lasts up to 5 years.
- Simply load the program you require - then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- Make your own cartridges including autostart types - without EPROM burner. 32K version = 4 x 8K pages.
- Some knowledge of M/C is helpful - but full instructions included.
- I/O 2 slot open for special programing techniques.

ONLY £29.99

RAM DISK

- Turn your Smart Cart into a 32K Ram/disk.
- 32K of instant storage area for files/programs.
- Disk type commands:- load, save, directory, scratch.
- Program data retained when computer is switched off!
- Full command set with instructions.

ONLY £9.99



EPROMMER 64™

- A top quality, easy-to-use EPROM programer for the 64/128.
- Fully menu driven software/ hardware package makes programing/reading/verifying/ copying EPROMs simplicity itself.
- Will program 2716, 2764, 27128 & 27256 chips, 12.5, 21 or 25 volts.
- Fits into user port for maximum compatibility with cartridges/ Superom Board etc.
- Full feature system - all functions covered like device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
- Ideal companion for Superom Board, Cartridge Development System, our kernal expanders or indeed any EPROM base project.
- Comes complete with instructions - plus the cartridge handbook.

ONLY £39.99
COMPLETE

ROBOTARM

- Explore the facinating science of Robotics with this full feature RobotArm.
- Human like dexterity - with 5 axis of movement it is so versatile. It can manipulate small objects with amazing ability.
- Comes with Accesories including 'Finger' Jaws, Magnetic Attachment, Shovel Scoop, 4 Stabilizing Suction Legs, etc.
- Easily controlled using 2 joysticks (any 9 pin type) or connected to your computer with our Interface/ Software to give Computer/Robotic control (see Interface Offer).
- Uses 4 HP2 batteries (not supplied) to power motor movement so uses no computer power.
- Self contained, ready to use (except batteries, joysticks).

ONLY £49.99

INTERFACE OFFER

- Unique Software/Hardware package to allow you to interface your computer with the Robotarm.
- Train mode allows you to store & then repeat movement sequences.
- Very easy to use.
- This interface isn't needed to use the Robotarm but interfacing with your computer has great possibilities.

ONLY £24.99
COMPLETE WITH CABLES

BLUE CHIP DRIVE

- External power supply for cool operation.
- Even works in 1571 double sided mode (128 mode).
- Fully C64/128 compatible.
- This drive is now probably the most compatible drive available for the Commodore. More so than even Commodores own '1541C'.
- Supplied complete with all cables - no more to buy.
- At last, a top quality drive at a sensible price.

ONLY £129.99
ADD £5.00 FOR COURIER DELIVERY

ULTRA CRUNCHER

- The ultimate cartridge based program compactor.
- Compacts by up to 30%!
- 3 compacting programs on one cartridge.
- Fast loading/saving routines.
- Full DOS support including fast format.

ONLY £12.99 on cartridge

Available as chip only for 256K Superom Board for

ONLY £7.99

FAST HACK'EM ™

- Multi Module Disk Nibbler - all on one disk.
- Single 1541 Nibbler - Copy a disk in 2 minutes.
- Super fast File Copy - under 9 seconds typically.
- Plus unique "Parameters" mode. These files "unlock" the more heavily protected programs with a parameter for a particular brand or even single program.
- No other product is such a good "All Rounder" at this price...

ONLY £9.99

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	FAX
0782 744707 24hr Credit Card Line	Send cheques/POs made payable to "Datel Electronics"	0782 744292 UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

COMING SOON – CBM 64. (DISC) £14.95, ATARI ST/ AMIGA £19.95, AMSTRAD £9.95, IBM – P.O.A

TRACK SUIT MANAGER

INTERNATIONAL SOCCER STRATEGY AT IT'S VERY BEST.

C+VG HIT!

SINCLAIR CLASSIC USER

GOLIATH GAMES

The GIANTS amongst software

From the Designer of 'The Double' comes . . .

TRACK SUIT MANAGER

The first ever football game with real match tactics.

REVIEWS SAY

Commodore User says . . . The match is the best I've ever seen . . . T.S.M. is the most playable game of its genre . . . One of the most frustrating, fun, compelling, exciting and addictive games I've ever played. **8/10**

C & V Games says . . . The best ever football managerial game ever, in the history of the world, no messing, straight up . . . A very impressive start for Goliath. **9/10**

Zzap says . . . Presentation **96%** Lastability **88%** Hookability **93%** Overall **89%** Easily the best of its type . . .

Sinclair User says . . . The best ever managerial game, the one your speccy has been waiting for. **93%**

Your Sinclair says . . . I'm amazed at this one . . . Some day all footie games will be made this way . . . If you don't like T.S.M. your dead from the neck up. **8/10**

Your Commodore says . . . T.S.M. is one of the best games I've ever played and certainly highlights the problems of a national team manager.

WE SAY

Sophisticated Match Play with ... Adjustable Team Formations ★ Free Kicks ★ Throw In's ★ Offside's ★ Individual Player Abilities ★ Goal Kicks ★ Corners ★ Penalties ★ Tackles ★ Fouls ★ Select Player for 'Set Pieces' ★ Injuries ★ Booking's ★ Sending Off's ★ Suspensions ★ Substitutes ★ Heading ★ Genuine Penalty Shoot Out in Quarter, Semi & Final Matches ★ Extra Time ★

Individual Player & Team (Defence, Midfield, Attack) tactics ... Defensive ★ Attacking ★ Normal ★ Quick Counter Attacks ★ Zonal Marking ★

GOLIATH GAMES is a 'NEW' Software House specialising in ... ADVANCED ... INVOLVED ... ORIGINAL SOFTWARE.

ORDER NOW ... £9.95 Including V.A.T. Plus 50p post & packing

GOLIATH GAMES

The GIANTS amongst software

PLEASE SEND CHEQUES/P.O. TO:-

46 LOCKING ROAD
WESTON-SUPER-MARE
AVON BS23 3DN
0934 622538

COMMODORE 64, SPECTRUM

NEW FROM TRILOGIC

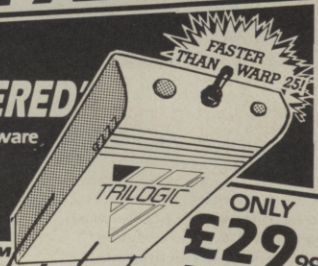
BACK-UP AND TRANSFER PROGRAMS
FROM DISK TO TAPE TAPE TO DISK
DISK TO DISK TAPE TO TAPE

LAUNCH AHEAD!

WITH THE NEW 'ROCKET POWERED'
Including V3.2R Software

Expert CARTRIDGE

FASTER THAN WARP 25!



ONLY £29.99 POST FREE
state disk or tape when ordering.

COMPLETE BACK-UP SYSTEM MAIN FUNCTIONS

- Freezes all Programs.
- Creates a back-up onto Disk or Tape. Regardless of whether the original was loaded from Disk or Tape.
- Independent tests show the Expert to have the most effective compactor so you can save more games per Disk and have faster reloading.
- Saves a back-up in one file.
- Expert is not needed for reloading a back-up
- Programs reload in less than 10 seconds using New Rocket Loader.

UTILITY FUNCTIONS

- Sprite Saver & Editor with 'Animator'.
- Infinite Lives Command
- Joystick Autofire mode — even better than Autofire Joysticks
- Joystick Port Swap — Your back-ups can use the same port.
- Powerful & Professional 64k M/Code Monitor
- Printout Hires & Lores Screens.
- Expert Express — Use the Expert as a Disk Turbo Loader.

ROCKET — A SUPER-FAST DISK TURBO LOADER

- Loads independently of the Cartridge.
- Reload on average back-up in 6 seconds.
- Loads any size of file. ● One file format.

COMPUTER PROBLEMS? CALL A DOCTOR!

64 DOCTOR

A professional diagnostic CARTRIDGE for your C64.

TESTS: £18.99

- Keyboard
- Joystick Port
- Serial Port
- User Port
- Cartridge Port
- Basic Rom
- Kernal Rom
- CIA Chips
- Video Chip & Video Banks
- Sound Chip
- NMI & IRO Interrupts
- Cassette Key Press
- Cassette Data
- Even tests your Joystick.

COMPRISES, 64 DOCTOR CARTRIDGE, USER & SERIAL PORT TESTERS, AND – FREE — *The only comprehensive fault diagnosis and Repair Guide available.*

- Explains step by step, how to locate faults and identify chips.
- How to dismantle the keyboard.
- Includes Commodore part number guide.
- Full of tips and hints many known only to the trade.
- How to desolder chips the professional way.
- Written by professionals with a vast knowledge of 64 faults and repairs.

LOADING PROBLEMS?

DATASETTE DOCTOR £8.99

THE ONLY COMPLETE DATASETTE SERVICE & ALIGNMENT KIT.

- Check and adjust alignment — Two Tests with very precise adjustment.
- Check Datasette Circuitry — Shows up electronic faults
- Check for Electrical Interference — Shows up noise from TV's & main wiring.
- Check Saving Performance — Special high Baud rate saving test.
- Check Loading Performance — Special Turbo loading test.
- Clean & Demagnetise Tape Head. Cleaner/Demagnetiser supplied.

DRIVE DOCTOR £14.99

With this complete kit you can check:-

- HEAD ALIGNMENT — Unique test makes accurate setting easy.
- HEAD MOVEMENT - Shows up wear and friction.
- BACK-STOP SETTING .Critical but easy to adjust.
- MOTOR SPEED — Show speed errors.
- ALSO shows up free play & faulty S/motor.

COMES COMPLETE WITH PROGRAMME TAPE, SPECIAL ALIGNMENT DISK AND FULL INSTRUCTIONS.

ALL 3 DOCTORS ARE HIGH PERFORMANCE, ORIGINAL TRILOGIC PRODUCTS OUTPERFORM SIMILAR RIVAL PRODUCTS OFTEN COSTING MUCH MORE.

BARGAINS ON DISKS, BOXES, JOYSTICKS, DUSTCOVERS ETC.

DISK BOX FOR 50 51/4" DISKS, LOCKABLE	£8.99
DISK BOX FOR 100 5/14" DISKS, LOCKABLE	£10.99
DISK NOTCHER — USE BOTH SIDES OF D/SIDED DISKS	£4.99
51/4" DS/DD DISKS PACKS OF 10 WITH LABELS	£6.75
51/4" DS/DD DISKS SEALED PACKS OF 25 WITH LABELS	£14.99
QUICKSHOT MK 2 JOYSTICK WITH AUTOFIRE	£8.99
QUICKSHOT 2 TURBO JOYSTICK — FAST ACTION MICROSWITCH TYPE WITH AUTOFIRE	£13.49
JOYSTICK 3m EXTENSION LEAD	£3.99
C64/C64C DUST COVER *(STATE WHICH)*	£3.49
C128/128D DUST COVER *(STATE WHICH)*	£4.99
1541/1571 DUST COVER *(STATE WHICH)*	£4.99
1701/1901 DUST COVER *(STATE WHICH)*	£6.99
MPS801/MPS803 DUST COVER *(STATE WHICH)*	£5.99
CBM COMPATIBLE DATARECORDER	£17.99
DCL1 BACK-UP BOARD FOR 2 DATARECORDERS	£7.99
C15 DATACASSETTES. PACKS OF 5	£3.75
TITAN HEAVY DUTY C64 POWER UNITS	£31.95
TITAN POWER UNIT WITH SUPPRESSORS	£39.95
4 WAY 3m EXTENSION LEAD WITH SPIKE SUPPRESSORS	£8.99

SHOWROOM NOW OPEN!

FREE CATALOGUE WITH EVERY ORDER!

TRILOGIC

Trilogic, Dept. C.U. Unit 1
253 New Works Road
Bradford BD12 0QP
Tel - 0274 - 691115

BARCLAYCARD VISA

Fax 0274 - 600150

FAST MAIL ORDER SERVICE · PROMPT DESPATCH · ALL PRICES FULLY INCLUSIVE PLUS 10 DAY MONEY BACK GUARANTEE ON ALL ITEMS. PAYMENT BY CASH, CHEQUES PAYABLE TO TRILOGIC BY POSTAL ORDER, ACCESS OR VISA. ADD £1 EXTRA FOR EXPORT ORDERS. PAYMENT IN STERLING ONLY PLEASE.

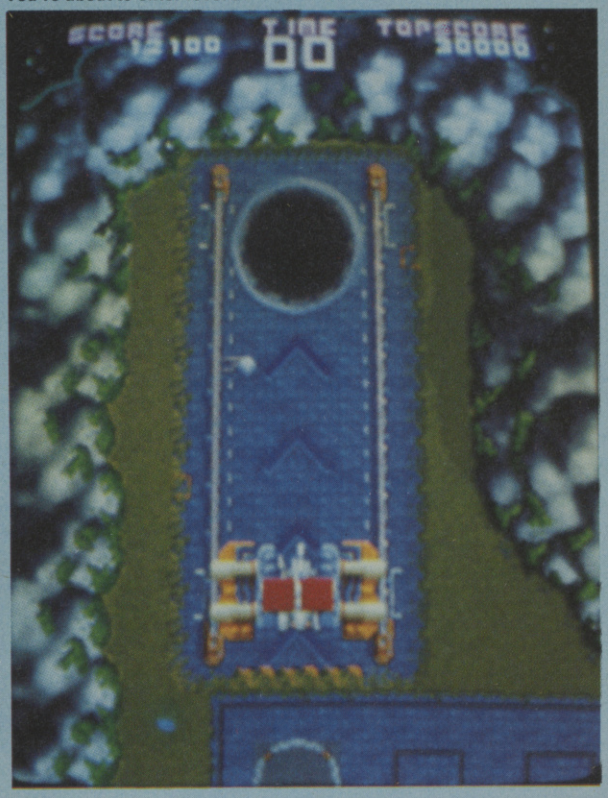
EXPRESS DELIVERY £1.95

ARCADES

ATARI
3 x 10p

ASSAULT

You're about to enter level 2.



No doubt encouraged by favourable feedback from the game-playing public to *Vindicators*, Atari have just released their second genuine tank-control combat game. *Assault*'s controls, like those of its forerunner, consist of two joysticks with triggers mounted in each.

The tank you're controlling here is trundling through a rugged, enemy-cluttered planet. Almost as soon as you appear on screen, you're beset by hordes of ironclads backed up by now-you-see-'em-now-you-don't underground missile silos and larger war machines.

Viewed from above, *Assault* features some impressive multi-directional scrolling. While you obviously want to blast as many of the critters as possible in the process, the ultimate aim of your roamaround is to get out of each level and on to the next as quickly as possible. As you weave around the barren terrain an arrow will flash from time to time, indicating the direction you need to head in to reach the level exit.

The tank controls allow for fairly rapid turning and direction changes, causing the whole landscape to judder impressively as you take violent evasive action or head for a fresh target. The ominous rumbling sounds that accompany these rapid multi-directional shifts are also daunting, increasing when your tank attempts to make its way across rocky ground.

Apart from the obvious full-forward and -backward drives and left- and right-hand wheels, the controls also allow you to bank (thereby reducing your target area) and even do a wheelie. If you attempt this last manoeuvre while simultaneously squeezing the fire-buttons, your tank lets off a thermo-nuclear style smart-bomb type blast rather than just the regular single shot one.

On each level you'll find a special anti-gravity pad which you can roll onto in order to soar, for a brief time, into space high above the battle-ground. This has the duel effect of allowing you to get your bearings and also to rain bombs down on all the enemy vehicles massed below. Soon however you drop back to earth and have to continue on the infinitely more hazardous journey at ground level.

As you near the end of each level you'll start encountering huge, rapidly firing gun emplacements, which require all your skill and ingenuity to defeat. If you succeed in bettering these fiercesome hulks — and of course the ever-present minor metallics which continue to swarm about all through the level — then you'll be transported to the next area of combat.

Assault is not the kind of game which allows you to cruise for long. The action is tough and relentless, with plenty of skill, timing and quite a bit of sheer brawn called for in steering your little tin tub out of trouble.

Happily, any frustration you feel can only reasonably be directed at yourself — as with *Vindicators* the controls, though initially tough to master, work excellently and give *Assault* a truly 'hands-on' feel.

A good idea well executed and one you should check out soon.

Nick Kelly

GRAPHICS:	7
SOUND:	8
TOUGHNESS:	9
ENDURANCE:	8
CONVERTABILITY:	7
OVERALL:	8

Better make tracks!

Just a minor obstacle . . .

MAIN EVENT

AMIGA

FIRE AND FORGET	17.50
HOT SHOT	13.90
PLATOON	17.50
GRYSOR	17.50
COMBAT SCHOOL	17.50
GREMLINS HOTSHOTS	13.90
CHUBBY GRISTLE	13.90
GREAT GIANA SISTERS	17.99
BETTER DEAD THAN ALIVE	13.90
BEYOND THE ICE PALACE	17.50
BIONIC COMMAND	17.50
BEYOND ZORK	17.50
BUREACRACY	24.40
EBONSTAR	17.50
FIREPOWER	17.50
G.L. FOOTBALL	17.50
FLINTSTONES	13.90
TERRAMEX	13.90
WORLD GAMES	17.50
WINTER GAMES	17.50
BAD CAT	17.50
MOUSE TRAP	10.50
THREE STOOGES	21.00
JOE BLADE	6.99
JET	28.50
GARRISON 2	17.50
GARRISON	17.50
GOLDRUNNER	17.50
GRAND SLAM TENNIS	21.00
HUNT RED OCTOBER	17.50
INDOOR SPORTS	17.50
MEAN 18 GOLF	21.00
SIDEWINDER	6.99
STARGLIDER	17.50
STRIP POKER 2	10.50
WESTERN GAMES	13.90
WINTER GAMES	17.50
WINTER OLYMPIAD 88	13.90
WIZBALL	17.50
XENON	13.90
XR 35	6.99
SPIN WORLD	13.90
SPACE STATION	6.99
SPACE QUEST 2	13.90
SKY BLASTER	13.90
ROMANTIC ENCOUNTERS	17.50
ROLLING THUNDER	17.50
PROTECTOR	6.99
POWERPLAY	13.90
POWER STYX	13.90
POLICE QUEST	13.90
PINK PANTHER	13.90
PINBALL WIZARD	13.90
P. BEARDSLEY FOOTBALL	13.90
MINDFIGHTER	17.50
LITTLE DRAGON	13.90
LEATHERNECK	13.90
LEATHER GODDESS	21.00
JINKS	17.50
GUNSHOOT	13.90
FLIGHT SIM 2	28.99
FLINTSTONES	13.90
FOOTBALL MANAGER 2	12.99
ROAD BLASTERS	17.50
ALIENS SYNDROME	13.90
CORRUPTIONS	17.50
FIRE STATION	6.99
FINAL MISSION	13.90
EXPLORA	28.00
EMERALD MINE	13.90
EBONSTAR	17.50
DROID 2	13.90
CRYSTAL HAMMER	13.90
STARGLIDER 2	17.50
BUBBLE BOBBLE	13.90
BUBBLE GHOST	17.50
BAP CAT	17.50
PHANTASM	13.99
CARRIER COMMAND	17.50
ZOOM	13.90
WORLD DARTS	6.99
FIRE 'N' FORGET	13.90
IKARI WARRIORS	17.50
ALIEN	13.90
STREET FIGHTER	17.50
CITY DEFENCE	10.50
SUPER HUEY	13.90
THUNDER BAY	10.50
AAARGH	13.90
BATTLESHIPS	13.90

COMMODORE 64

SUPERCAN	2.50
B24	2.50
TOOTH INVADERS	2.50
MISSION 2	2.50
HENRYS HOUSE V1	2.50
HENRYS HOUSE V2	2.50
TURBO 2	2.50
PILOT 64	2.50
SUPERMAN	2.50
DANGER MOUSE	2.50
JET SET WILLIE	2.50
NEXUS	2.50
EVIL CROWN	2.50
CHUCKLE EGG	2.50
MANIC MINER	2.50
BOUNTY BOB	2.50
ON COURT BASEBALL	2.50
BLACK WYCHE	2.50
SKY RUNNER	2.50
BOULDERDASH	2.50
BOULDERDASH 2	2.50
AVENGER	2.50
FUTURE KNIGHT	2.50
RANA RAMA	2.50
HYPABALL	2.50
DANDY	2.50
ELEVATOR ACTION	2.50
NUCLEAR EMBARGO	2.50
MISSION AD	2.50
INT KARATE	2.50
TRAP	2.50
PRODIGY	2.50
EXPLORA	2.50
PUB GAMES	2.50
GREYFELL	2.50
DEACTIVATORS	2.50
GOBOTS	2.50
HYBRID	2.50
MOUNTIE MICK	2.50
TRIAXAS	2.50
PILE UP	2.50
WERNER	2.50
CHAMELEON	2.50
EIDOLON	2.50
CAPTURED	2.50
GOLDEN OLDIES	2.50
ALIENS	2.50
HOWARD THE DUCK	2.50
TRAIL BLAZER	2.50
FIFTH SQUADRON	2.50
SNAP DRAGON	2.50
HUNCH BACK	2.50
KRAKOUT	2.50
SCUBA DIVE	2.50
WORLD SERIES BASEBALL	2.50
KONG STRIKES BACK	2.50
SYSTEM 1500	2.50
RAID	2.50
THE FORCE	2.50
MANDRAGORE	2.50
MIND SHADOW	2.50
LITTLE COMPUTER PEOPLE	2.50
IMHOTEP	2.50
MURDER ZINDER	2.50
YOUNG ONES	2.50
TOUCHDOWN FOOTBALL	2.50
STARSHIP	2.50
GYROSCOPE	2.50
LEVIATHAN	2.50
BALLBLAZER	2.50
DEUX EX MACHINA	2.50
MERMAID MADNESS	2.50
FRACTALUS	3.50
MAGIK	2.50
ADDICTABALL	2.50
LIGHTFORCE	2.50
MEGA COMPILATION	2.50
RADAR RAT RACE	2.50
SPINDIZZY	2.50
TWO ON TWO	2.50
BASEBALL	2.50
STARRAIDER 2	2.50
FIRETRACK	2.50
ACTION PACK II	2.50
ULTIMATA	2.50
MAGIK MADNESS	2.50
JAILBREAK	2.50
I BOTHAMS T. MATCH	2.50
AUF WIED MONTY	2.50
CONVOY RAIDER	2.50

COMMODORE 64

JACK THE NIPPER	2.50
LAST MISSION	2.50
DECEPTOR	2.50
FIELDS OF FIRE	2.50
KNIGHT GAMES II	2.50
OLTAPOLIS	2.50
QUARTET	2.50
SUPER SPRINT	2.50
FIRETRAP	2.50
BACK TO FUTURE	2.50
SPORTING CLASSICS	2.50
ACE	2.50
MYSTERY OF NILE	2.50
ON THE TILES	2.50
SIDEWIZE	2.50
SCARY MONSTERS	2.50
SOLOMONS KEY	2.50
RYGAR	2.50
TRANTOR	2.50
BLADE RUNNER	2.50
CAPTAIN AMBER	2.50
FIVE STAR GAMES 2	2.50
STAR PAINS	2.50
MARBLE MADNESS	2.50
ARAC	2.50
LEADERBOARD	2.50
PIT STOP	2.50
SCOOBY DOO	2.50
PING PONG	2.50
TAG TEAM WRESTLING	2.50
GAUNTLET	2.50
GAUNTLET DEEPER DUNG	2.50
DONKEY KONG	2.50
BREAKTHRU	2.50
SHORT CIRCUIT	2.50
BOMBJACK II	2.50
FOOTBALL MANAGER	3.95
SUPER SUNDAY	3.50
HEAD COACH	3.50
PRESIDENT	3.50
JETSET WILLIE 2	3.50
SOLDIER ONE	3.50
SHADLINES ROAD	3.50
URIDIUM/PARADROID	3.50
PSI TRADING	3.50
RAMPARTS	2.50
PARALAX	3.50
LEGEND OF KAGE	3.50
HACKER 2	3.50
V	3.50
HEAD OVER HEALS	3.50
ZAXXON	3.50
MULE	3.50
SPACE SHUTTLE	3.50
PITFALL	3.50
KENSINGTON	3.50
ROBOTRON	3.50
ZORRO	3.50
WIZARD	3.50
SHOCKWAY RAIDER	3.50
CRYSTAL CASTLES	3.50
JEWELS DARKNESS	3.50
BOULDERDASH CON. KIT	3.50
ROAD RUNNER	3.50
RENEGADE	3.50
STAR GAMES II	3.50
FLIGHTPATH 737	3.50
THUNDERCATS	3.50
BUBBLE BOBBLE	3.50
BUGGY BOY	4.75
SPACE HARRIOR	4.75
ADDICTIBALL	4.95
FRANKENSTAIN	2.50
I ALIEN	2.50
VENGEANCE	2.50
DISCOVERY	2.50
JET BOYS	2.50
TIME FIGHTER	2.50
THUNDER CROSS	2.50
MANDROID	2.50
OINK	2.50
WOLF MAN	2.50
STRATTON	2.50
TRAXXION	2.50
BOOK OF DEAD	2.50
LIFE FORCE	2.50
BIG TROUBLE IN CHINA	2.50
SUPERSTAR PING PONG	2.50
PARADRRIODIRIDUM	3.50
THE YOUNG ONES	2.50

AMIGA

SPACE STATION	6.95
WAR ZONE	6.95
FIRE BLASTER	6.95
PROTECTOR	6.95
ENFORCER	6.95
PLAYHOUSE STRIP POKER	9.99
ONE ON ONE	14.90
ARCHON II	14.90
7 CITIES OF GOLD	14.90
STATION FALL	13.99
MOON MIST	13.99
SUSPECT	13.99
BALLYHOO	13.99
MIND FOREVER VOYAGING	13.99
DEADLINE	13.99
LITTLE COMP PEOPLE	13.99
PORTALL	13.99
MINDSHADOW	13.99
CUT THROATS	13.99
ZORK 2	13.99
ZORK 3	13.99
ENCHANTER	13.99
SORCEROR	13.99
INFIDEL	13.99
STAR CROSS	13.99
HACKER	13.99
PUB POOL	6.99
AMIGES	10.50
ANNALS OF ROME	13.90
ARENA	21.00
ART OF CHESS	17.45
BALANCE OF POWER	21.09
BACKLASH	13.90
BARBARIAN (PALACE)	13.90
BARBARIAN (PSY)	17.50
BLACK JACK ACADEMY	17.50
BLASTER BALL	6.99
BMX SIMULATOR	10.50
CASINO ROULETTE	13.90
CHALLENGER	6.99
CRUNCH FACTORY	6.99
DEMOLITION	6.99
FEUD	6.99
MUSIC STUDIO	28.99
ANALYSE	135.00
BBC PC	89.00
ORGANIZE	89.00
PUBLISHER 1000	179.00
SCRIBBLE	89.00
T.U. TEXT	89.00
ZUMA FONTS 1	29.00
ZUMA FONTS 2	29.99
GRAPHIC TABLET	34.99
MI — AMIGA FILE	89.99
LATTICE C	119.00
LATTICE C PROFF	279.00
LISP	139.00
PASCAL	79.99
PRO SOUND DESIGNER	69.99
MUSIC STUDIO	29.99
FOOTBALL DIRECTOR 2	11.00
FOOTBALL MANAGER 2	10.50
FERNANDEZ MUST DIE	17.45
ELITE	17.00
ROCKET RANGER	20.00
POOL OF RADIANCE	17.45
MENICE	15.40
NETHERWORLD	13.40
CARRIER COMMAND	17.45
FEDERATION OF FREE TRADES	19.99
PAC MANIA	13.40
WHERE TIME STOOD STILL	17.45
BIONIC COMMANDOS	17.45
STAR GLIDER	17.45

TO FAX 01-608 2696
MARK PATTERSON
COMMODORE USER
FROM:
MAIN EVENT

COMMODORE 64

WINTER GAMES	6.99
FOOTBALL MANAGER 2	5.45
R-TYPE	6.90
NINJA 2	8.99
BUBBLE BOBBLE	6.95
SALAMANDER	6.25
WE ARE THE CHAMPIONS	6.99
D.T. OLYMPIC CHALLENGE	6.99
SUMMER OLYMPIAD	6.99
PSYCHO PIG OXB	6.99
REX	6.29
FERNANDEZ MUST DIE	6.99
G.L. HOTSHOT	6.99
G.L. SUPERSKILLS	6.99
SUPER HANG-ON	6.99
ULTIMATE GOLF	6.99
ROY OF THE ROVERS	6.99
SUPERSPORTS	6.99
MAD MIX GAME	5.59
LANCELOT	10.50
THE REAL YOU	2.99
SUMMER OLYMPIAD	6.99
OVERLANDER	6.99
CALIFORNIA GAMES	6.99
CHAMPION SPRINT	6.49
DRAGON NINJA	6.29
UNTOUCHABLES	6.29
OPERATION WOLF	6.29
CYBERNOID II	6.99
INTENSITY	6.95
ECHELON	8.99
TYPHOON	6.29
GAME OVER 2	6.29
BUBBLE GHOST	6.99
BUTCHER HILL	6.99
ARTURA	6.99
TECHNO COP	6.99
MOTOR MASSACRE	6.99
GAPLUS	6.29
VINDICATOR	6.29
ARMALYTE	6.99
TARGET RENEGADE	6.29
L.A. CRACKDOWN DISK	10.50
THE BOBBY YAZZ SHOW	6.29
CHUBBY GRISTLE	6.95
WONDERBOY	6.95
POLICE PYRAMIDS	6.95
VINDICATOR	6.29
VICTORY ROAD	6.29
STRIP POKER II	5.59
MANIAX	5.59
HAWKEYE	6.99
PINK PANTHER	6.99
SKATE CRAZY	6.99
BLOOD BROTHERS	6.99
G.I. HERO	6.95
BIONIC COMMANDO	6.99
ROAD BLASTER	6.99
DREAM WARRIOR	6.99
MICKEY MOUSE	6.99
ALIEN SYNDROME	6.99
DESOLATOR	6.99
PLATOON	6.99
E. EDWARDS PERSKI	6.99
STREET FIGHTER	6.99
SPECIAL FX	6.29
BARBARIAN II	6.99
ARKONOID II	6.29
GAUNTLET II	6.99
72C	6.99
CHERNOBEL SYNDROME	6.99
OUTRUN	6.99
HUNTED MOON	6.95
FIREFLY	6.29
BEYOND ICE PALACE	6.99
GRYSOR	6.29
MARAUDER	6.99
EVERY SECOND COUNTS	5.59
WIZARD WAPS	6.99
COMBAT SCHOOL	6.29
ICARI WARRIORS	6.95
DRAGONS LAIR	6.95
CHARLIE CHAPLIN	6.90
ALT WORLD GAMES	6.99
SHACKLED	6.99
TYPHOON	6.99
BARDS TALE	6.99
ACTION FORCE II	6.99
T-WRECKS	6.99
GUTZ	6.29

COMMODORE 64

OLLIES FOLLIES	1.75
WEB	1.75
REAL YOU	2.95
SLURPY	1.75
AMAUROTE	1.75
ARCADIA	1.75
GALACTIC GARDENER	1.75
WORLD CUP FOOTBALL	1.75
PYRAMID	1.75
BEAKY & EGG SNATCHER	1.75
GOLF	1.75
TITANIC	1.75
RATSPLAT	1.75
HELION	1.75
AH CONDOR	1.75
EGBERT	1.75
FABULOUS WANDA	1.75
WILD WEST	1.75
EUREKA	1.75
SPYS DEMISE	1.75
STREET MACHINE	1.75
ZIP	1.75
DESTRUCT	1.75
OSMIUM	1.75
AQUANAUT	1.75
DANTES INFERNO	1.75
HARTLAND	1.75
PAZZAZ	1.75
PCW GAMES COLL	1.75
BIOLOGY	2.75
GEOGRAPHY	2.75
HISTORY	2.75
GERMAN	2.75
GORTEX	1.75
QUAKE	1.75
PSI WARRIOR	1.75
AURIGA	1.75
VELOCIPEDE	1.75
FUNGUS	1.75
DESERT HAWK	1.75
RONALD ROBBERDUCK	1.75
ELECTRIX	1.75
EA. CUP	1.75
TOMAHAWK	1.75
BATALYX	1.75
SCROLLS OF ABADON	1.75
CRAZY COASTER	1.75
TOAD FORCE	1.75
CLEAN UP TIME	1.75
FA CUP 87	1.75
FORECASTER	2.75
PROJECT PLANNER	2.75
NUMBERS AT WORK	1.75
DECISION MAKER	2.75
ENTREPRENEUR	2.75
FLYING FEATHERS	1.75
KICK OFF	1.75
LO LEVEL	1.75
CODE NAME MATT 2	1.75
CHINESE JUGGLER	1.75
ENCOUNTER	1.75
NIGHT SHADE	1.75
BROAD STREET	1.75
PYRAMID/TITANIC	1.75
BEAKY/RATSPLAT	1.75
SOFTWARE STAR	1.75
ROCKIN BOLT	1.75
MORDENS QUEST	1.75
FORBIDDEN FOREST	1.75
PANIC	1.75
ZIM SALA BIM	1.75
HAMPSTEAD	1.75
SENTINEL	1.75
ADRIAN MOLE	1.75
ENIGMA FORCE	1.75
STARION	1.75
ASSAULT MACHINE	1.75
WARRIOR II	1.75
STOCK CAR	1.75
CYBERTRON MISSION	1.75
BUMBLEBEE	1.75
FELIX IN FACTORY	1.75
FRENZY	1.75
GHOULS	1.75
SWOOP	1.75
ELECTION	1.75
SHERLOCK HOLMES	1.75
PARADROID	17.5
HIDE AND SEEK	1.75
MOON SHUTTLE	1.75

DEPT cu: 61 STAFFORD STREET, HANLEY, STOKE-ON-TRENT, STAFFS ST1 1LW

Please make crossed cheques payable to:

"SOFTWARE CITY". Enquiry line: 0782 281544

MINIMUM **30%** OFF R.R.P. ANY TITLE ANY FORMAT

SPIRIT NINJA

IREM
3 x 10p

A pretty classy piece of work in the martial arts hack'n'blast, as you might expect from the creators of *R-Type*. *Spirit Ninja* stars a samurai making his way through a beautifully drawn landscape peopled with a variety of enemies of similar graphic quality.

There are three buttons as well as joystick control: a fire button, a weapon choice button and a jump button. The weapons on offer are a sword, nunchukas, axes and a long extendy-chain thingy à la *Black Tiger*.

You start off in a temple, bowing before the statue of some great deity. This ceremony completed you set out along a boardwalk. Pretty soon baddies start coming at you from all sides, some creeping up behind you, others jumping down from the ceiling and walls, and one who even tries to stab you from under the floorboards. For each of the enemies you face in the game one weapon will be more appropriate, and, believe me, the weapon choosing button has to be hit very quickly and accurately if you want to survive.

After you kill certain baddies they leave behind glowing jewels. Some of these are used to increase the might of your weaponry. Others, however, have a much more unusual effect: they cause a slightly transparent replica of yourself to appear and trog along behind you. This has the effect of increasing your fire power and also giving you a shield. Like Mary's little lamb, these boys shadow you, doing exactly what you do, just a few paces behind. With the maximum of three of these characters in your wake the game starts to get really interesting.

As you proceed through swamps, forests and temples, you and your spirit buddies encounter increasingly tough foes, everything from beautifully-realised Chinese musketeers to enormous super-buccaneers with huge cutlesses, spider-ninjas who leap from trees and walls at you, and hounds which bound through the air.

The first of the super-baddies, the huge fire-spitting buddha, isn't too tough to deal with but by the time you get to the above-described pirate swordsman not even your trio of protective, wraith-like comrades can save you if your fire, select and jump timing is even minutely off.

Spirit Ninja really is an impressive *Black Tiger*-style game. Irem have taken absolutely no short cuts in graphics and the gameplay is simply brilliant. I would say that if you're short of a few bob, *Spirit Ninja*'s probably not the best idea for long-lasting entertainment. Getting the hang of the controls is all-important, and takes time and plenty of cash.

But, that said, you should definitely have a look at this game. If you feel you can't afford the investment in coinage, at least look over the shoulder of somebody else richer than you as they're trying their luck.

Nick Kelly

GRAPHICS:	9
SOUND:	8
TOUGHNESS:	9
ENDURANCE:	8
CONVERTABILITY:	8
OVERALL:	8

CHASE H.Q.

TAITO
3 x 10p

Not another racing game, I hear you cry. Well, no actually. Although *Chase H.Q.* does contain many of the elements we've encountered in the numerous post-*Out Run* rubber-burners, there's one extra feature which puts it in a different league: a cops 'n' robbers-style chase.

The scenario finds you behind the wheel of a speedy squad car, receiving your radio orders from Nancy at H.Q. At the start of each mission, she identifies a vehicle containing a suspect for you to hunt down, chase, ram and eventually apprehend.

Once you've received orders for your first mission, you find yourself out on the highway. You've got a sixty second time limit within which to locate the suspect's runaway vehicle. This involves guiding your way at high speed through the winding bumpy roads and offroad courses, avoiding traffic, trees and telegraph poles. Nancy's voice and onscreen arrows tell you which turns to take in order to find the baddy swiftly.

After you sight the suspect, the time meter awards you a further sixty seconds to force him to pull over so you can clap the blighter in irons. The manner in which you make your arrest, however wouldn't go down too well with the Council For Civil Liberties. Basically the idea is to ram the offender from behind until his car's in flames, at which point you can overtake him and an arrest sequence plays out before you're set your next assignment.

You'll have to ram the cars a good ten to twelve times to achieve each arrest, and believe me, while travelling along at high speed on a fairly crowded twisting road, this is no easy task. Hitting other cars or obstacles obviously slows you down, allowing the suspect to pull away from you and making your task even more difficult.

Even more fiendishly, as the levels pass, the cars that the suspects drive become more and more zippy, which means that although your vehicle has got the capacity to overtake them, one mistake can put back your arrest attempt by hundreds of yards — and with just sixty seconds to complete your capture, delays like this usually prove fatal.

Mercifully *Chase H.Q.* does boast one other extremely useful feature; as well as all the usual racing controls, there's also a turbo button which speeds your car up incredibly for three five-second bursts per mission. Used sparingly, this can really help you make up for a costly slip by getting you right back on the baddie's tail again.

With each mission the scenery changes, from city to country to desert, and the graphics are well up to the standard you'd expect (the other cars on the roads, are

A clear road and no worries.

ADES

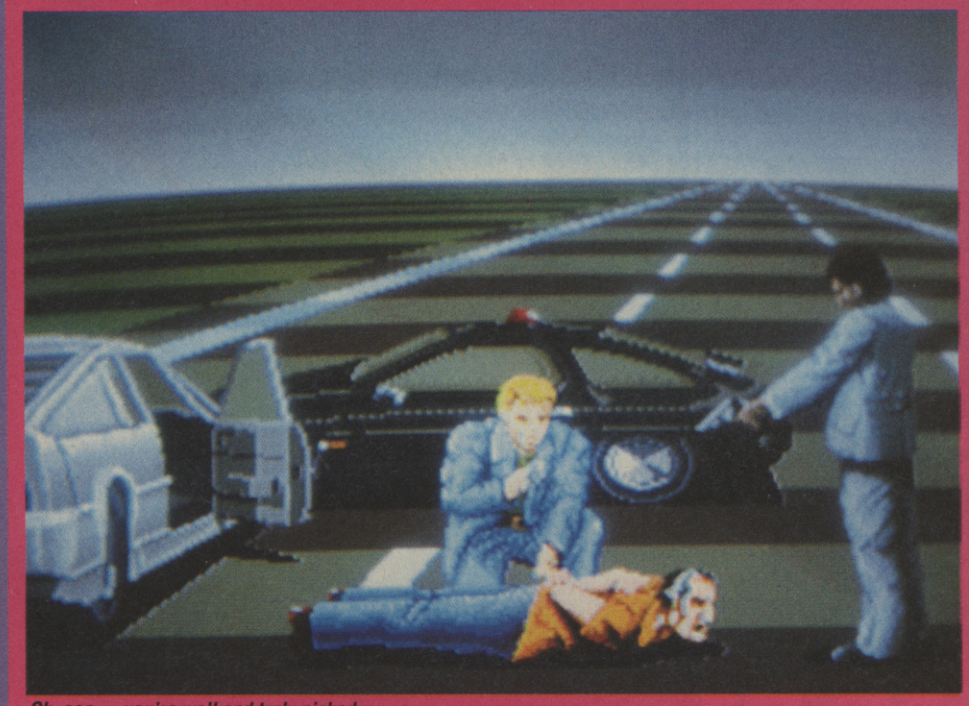
particularly varied and detailed). The sounds are good too, though I have to confess that the racket your own siren makes from the second you sight your quarry until you have his hands hancuffed behind his back began to grate fairly shortly.

Chase H.Q. has everything a good drivealong should have, and quite a bit more besides. Even without the challenge of the chase, the driving action is excellent, with the car actually lifting off the ground when it goes over bumps and handling well throughout. When you add the run-'em-off-the-road hot pursuit action, well, what more could you ask for?

Although the version I played was an upright one, I'd be surprised if Taito don't also bring out a deluxe sit-into version, which should add even more thrills and spills.

A hit, or I'll eat the Ed's quart of Branston pickle, jar and all.

Nick Kelly



Ok, son — you're well and truly nicked.

GRAPHICS:	9
SOUND:	7
TOUGHNESS:	8
ENDURANCE:	9
CONVERTABILITY:	7
OVERALL:	9

He must be appearing in Miami Vice if he's driving a Countach.

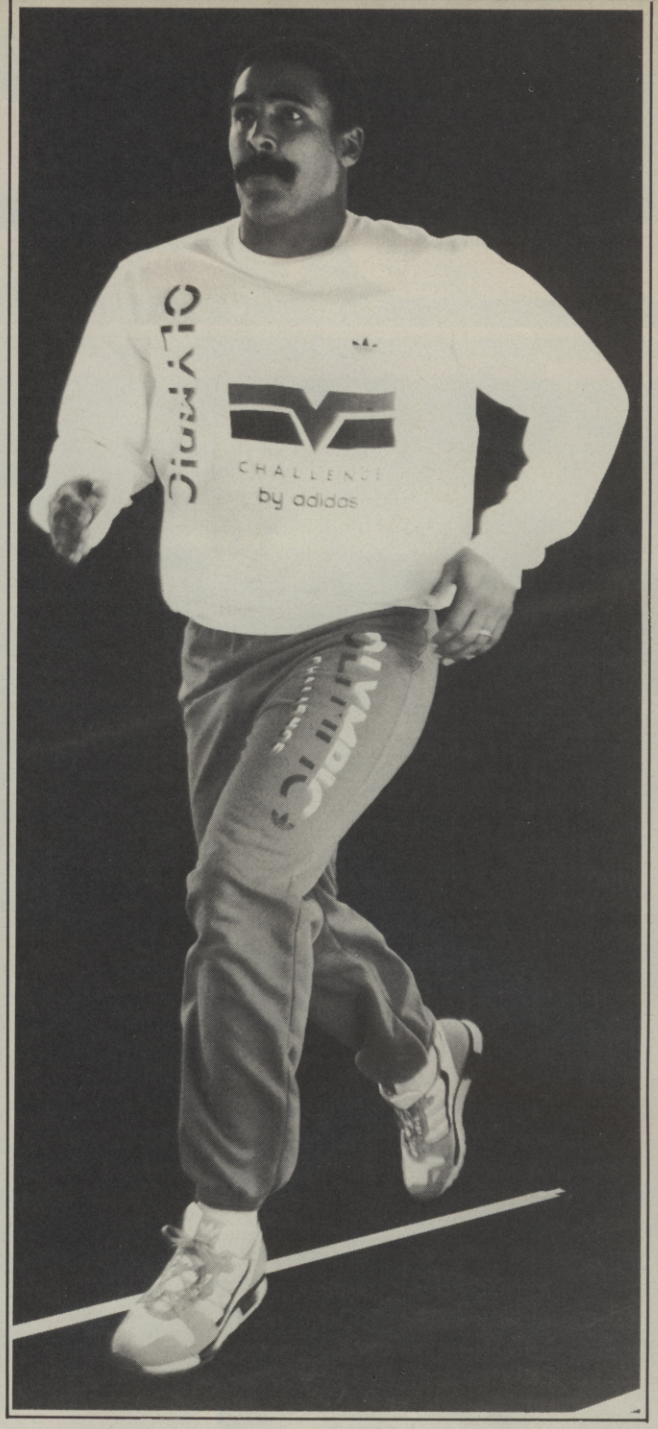
Could be you took a wrong turn there.

Pull over punk.

An open road and not a chopper joke in sight.

CU

DALEY'S OLYMPIC CHALLENGE COMPO



In a huge response to our 'send a sweaty sock compo' apart from the normal (or abnormal postcards) we did in fact receive three suitably sweaty socks, which Nick 'hell, they don't match' Kelly is now wearing (one on each foot).

Peering back through the mists of time you could well see the questions to which the answers are: 1, Munich (1972). 2, Moscow (1980). 3, Ben Johnson (whoops). 4, Los Angeles (1984).

In all there were twenty six winners pulled out from Mike's extremely large hat, and they are:

The entire Adidas kit goes to J C Stanly, Whitstable, Kent, and a pair of Adidas trainers (as worn by Daley) and a copy of the game will sprint its way to these lucky peeps:

Mr B Bowman, Sutton; Stephen Chapman, Staffs; Richard Gray, Norwich; Richard Walker, Dudley; Mr K. Palmer, Kings Lynn.

A copy of Daley's Olympic Challenge will soon find itself booted up on the computers of these people: Richard Clarke, London; Richard Dixon, Hemel Hempstead; Daren Flack, Bucks; Stephen Goodsell, Harpenden; Dean Preece, Burton-on-Trent; James Hopkinson, Shirebrook; Mark Galsworthy, Bristol; P Wognun, Billericay; Jubar Mufazzil, London; Adrian Kumar, Southgate; Stewart Watson, Strathclyde; Ronald Koekstra, Holland; Robert Slieghtm, Dronfield; Nypros Ioannides, Nicosia; W Hay, Ryton; Stuart Farmer, Franhamp; Jamie Gosse, Southampton; Simon Watson, Chingford; Barry Brice, Belfast; W Hill, Taunton.

NINJA 2 COMPO

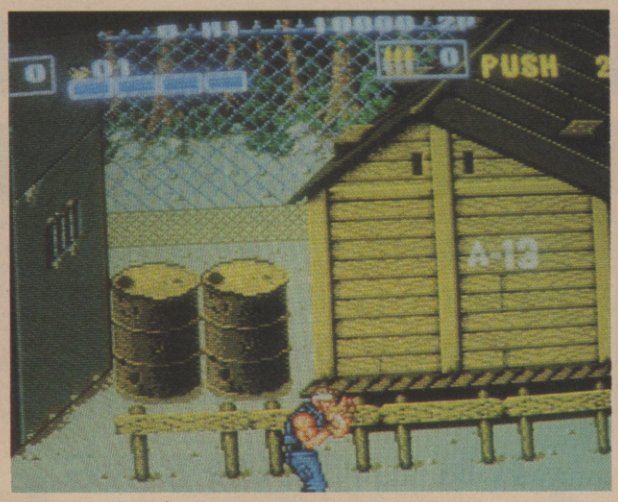
Though my suggestions for an all-out Ninja survival-of-the-fittest bash was in fact ruled out, you were asked to de-moose the title of four Bruce (what drugs?) Lee films. And if you care to glance back to our August issue the answers in Alphanumeric order are, Dragon, Dragon, Boss and Fist. Now to clarify things even further here are the winners:

The lucky sod who wins the Amiga is Miss R Kauser, Erdington, Birmingham.

And the 25 copies of *Ninja 2* shall be shortly wending their way to this motley crew: Geir Friestad, Norway; David Brown, S Humbs; Mark Ouwendjik, Holland; Paul Chambers, Kidderminster; B Rose, Wellesbourne; Michael Latimer, Worksop; Cecil Dyer, London; Neil Jame, Daventry; K W Tsang, Hemel Hempstead; William Stingley, Sidcup; Sean Low, East Tilbury; Mr L Thomas, Mid Glamorgan; Kevin Beatty, Corsham; John Bailoon, Blackburn; Karl Partridge, Cockett; David Croyall, Burton-on-Trent; Anthoney Wood, Ongar; Stephen Smith, Arnold; John Doe, Broad Oak; Robert Smith, Birmingham; Steve Rookes, Middlesborough; Nigel Wood, Bretton; James Meaden, York; Tae Sun Chee, Northolt; Terry Lambourne, Peacehaven.

RESULTS

ARCADES



Hmm, what I need . . .

. . . is some artillery.

SNK
3 x 10p

P.O.W.

P.O.W. stand, as any fule kno, for prisoner of war. In this militaristic beat 'em up from SNK, you start off in a cramped cell in a P.O.W. camp. But not, of course, for long. Pretty soon you've made your way through your cell door and are pitting your martial arts skills against the camp guards.

Initially, these are, like yourself, unarmed. Relying on their bare fists and feet, they run at you from both sides of the horizontally-scrolling screen. Of course, they're not much of a match for a cell-hardened fighting machine like yourself; a swift couple of kicks or punches will fell these wimps.

Your controls consist of the joystick, a jump button and an attack button which produces an array of kicks, punches and elbow jabs when used in conjunction with the joystick. All pretty standard, really. There's also a two-player option, so you don't have to take on the guards all by yourself.

And a helping fist or two soon becomes a very attractive prospect as the going gets tougher, with the arrival of knife-bearing commandos, grenadiers and riflemen. Here the similarities with the new wave of beat 'em ups like *Double Dragon* become evident, for if you succeed in flooring the bearer of one of these weapons, the hardware in question falls to the ground and can be picked up by you. Of course, if you yourself get a drubbing you drop it once more.

Towards the end of the level an armoured helicopter drops in a team of crack commandos to sort you out — these characters require a serious amount of kicking about to be destroyed. If you manage to get past them, bud, you're a free man.

Of course, the story doesn't end there. Without so much as a press conference, the newly freed you is back in action against the enemy, this time breaking *into* his property instead of out.

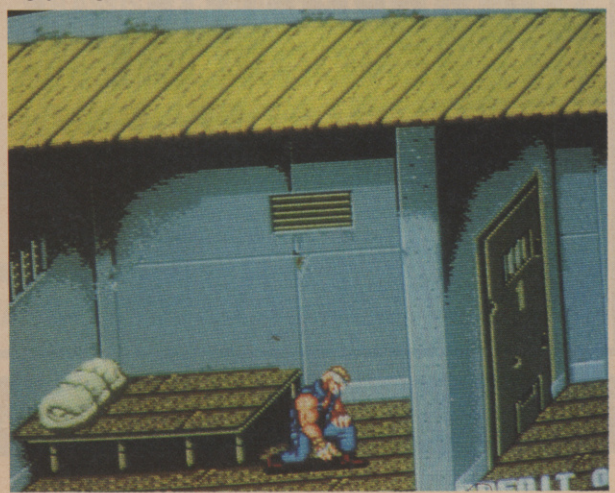
P.O.W. doesn't break many rules. It's a good solid beat 'em up with reasonable graphics, fairly faithfully following in the footsteps of the likes of *Double Dragon* and *Renegade*. The controls are smooth and the sound effects, in particular, are excellent, a successful kick or punch resulting in a satisfying "THWOKKKK" accompanying the elimination of your foe.

Not a frontier crosser by any means but no doubt it'll go down just fine with those many fans of coin-op fisticuffs that throng the arcades around the land.

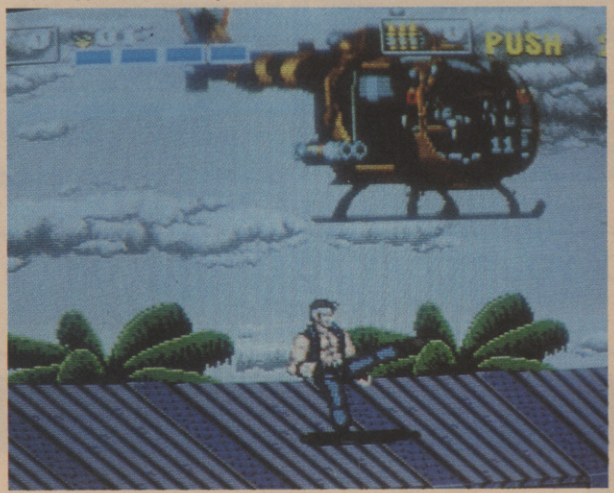
Nick Kelly

GRAPHICS:	6
SOUND:	7
TOUGHNESS:	6
ENDURANCE:	6
CONVERTABILITY:	7
OVERALL:	6

A guy can get bored on his own.



Don't suppose there's any chance of a lift?



TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

PROGRAMMERS

Leading South-coast based Software Development House urgently requires the following:

6502 programmer with proven ability, preferably with experience of PDS, although this is not essential.

Excellent working conditions with every possibility of career advancement.

Apply in writing in the first instance, with full CV to:

MARK PATTERSON — DEPT C.U., PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ELECTRONIC ARTS

SPRINTING TO PAGE 34

ELECTRONIC ARTS®
Home Computer Software

★ ★ ★

NEW POWER SUPPLIES

Commodore compatible C64 — only £18 inc. P.P. & VAT in UK.

Send Cheque/PO to:

DCM Trading Co. Dept C.U. Davies Block Manby Park, Louth, Lincs LN11 8AA

COMMODORE SUPPLIES

C64 POWER PACK	£17.95
64 data rec (Binatone)	£19.95
C3N (C-16) data rec	£17.95
64 Music Expansion Syst	£55.00
Neous Mouse & Cheese	£19.95

PRICES INC. VAT AND P&P

Send cheque/PO to:

OMNIDALE LTD
23 Curzon Street, Derby DE1
Tel: (0332) 291219

FAX YOUR COPY TO US NOW ON 01-608 2696

REPAIRS

PROBLEMS WITH YOUR COMMODORE?

FOR FAST, RELIABLE AND PROFESSIONAL REPAIRS AT COMPETITIVE PRICES

C.64 £19.95 inc VAT and free post and packaging

P M ENGINEERING

UNIT 8, NEW ROAD, ST. IVES, CAMBRIDGESHIRE, PE17 4BG

We can also supply you with: Hardware, Software, Blank Discs, Accessories and Spare Parts

Access *ST. IVES (0480) 61394* VISA

JOIN US! Amiga programmers, graphic-makers and musicians' international user group. Making demos and games. Send deom(s) for test. Free membership. Golden Falcon, Oyvind Grinstad, N 6674 Kvisvik.

WE IN TAW want to swap stuff with people all over the world. Write to: Taw Madlav, 302 Yoyy, Hafrsfjord, Norway. We are on the Amiga.

MATRIX SOFTWARE HIRE

THE CHEAPEST WAY TO PLAY THEM ALL

Top games titles for Spectrum, Commodore and Amstrad, please state system.
Details from:
Matrix Leisure Club
Dept c.u., 271, Stanstead Road, Bishops Stortford, Herts CM23 2BT

CBM 64

C2N Datacassette, 1541 Disc Drive, Printer, Joystick worth £9.50 will sell for £700 o.n.o. Also £5,000 worth of software. (Business games) will sell all for £600 ono.

Phone Simon on 01-530 2487 (Wednesday — Sunday)

HAWKEYE
ARMALYTE
XENODROME
SHARLA

16 BIT HITS FOR 1989 FROM

THALAMUS

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

NEWSFLASH:

Top Contributor in full time work scare

Top contributor and peoples writer, Mark Patterson has given up the roving life of a freelancer to join the CU team as Production Assistant. Apart from writing the magazine single handed he will also have to contend with all the design and advertising work. In fact we might even change the magazine name to Patterson User.

This should pose no problems to Mark, who at the age of sixteen has already swum the Atlantic single-handed.

STARLITE COMPUTER CLUB

Bymonthly magazine, free games, review service, compo's reviews etc.

Send SAE for details to:

STARLITE COMPUTER CLUB, P.O. Box 13, Todmorden, Lancs.

MIRRORSOFT

CINEMAWARE

ROCKET RANGER

AWARDED C.U. SUPERSTAR

COMMODORE USER SUPERSTAR

SO ROCKET TO PAGE 44

FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 CLASSIC Strategy Games packed with GENUINE & REALISTIC Features.

PREMIER II: CAN YOU HANDLE ALL OF THIS? Play all teams Home & Away. Unique & Comprehensive Transfer Market Feature Full Team & Substitute Selection ● In-Match Substitutions ● Match Injuries ● Team Morale ● Transfer Demands ● 7 Skill Levels ● Manager's Salary ● Continuing Seasons ● Job Offers ● Sackings ● Save Game + MUCH MORE!

EUROPEAN II: THE MOST COMPLETE EUROPEAN SIMULATION YOU CAN BUY! Home & Away Legs ● Penalty Shoot Out 2 Substitutes Allowed ● Away Goals Count Double ● Full Team & Subs Selection ● Extra Time ● 7 Skill Levels ● Disciplinary Table ● Save Game ● TEXT MATCH SIMULATION ● Match Timer, Named & Recorded Goal Scorers, Corners, Free Kicks, Goal Times, Disallowed Goals, Sending Off, Injury Time, Penalties, Bookings + MUCH MORE!

WORLD CHAMPIONS: A COMPLETE WORLD CUP SIMULATION Select Frendlies ● Squad of 25 Players ● Qualifying Rounds 2 In-Match Subsitutes ● Disciplinary Table ● Select Tour Opponents ● Save Game ● 7 Skill Levels ● Extra Time ● Penalty Shoot-Out ● TEXT MATCH SIMULATION including: Bookings, Goal Times, Named & Recorded Goal Scorers, Injury Time, Corners, Free Kicks, Match Clock, Penalties + MUCH MUCH MORE!

CRICKET MASTER: A SUPERB SIMULATION OF ONE DAY CRICKET. Weather Wicket& Outfield Conditions ● Batting & Bowling Tactics Team Selection ● Fast, Spin & Medium Pace Bowlers ● 4 Types of Batsmen ● Select Field Layout ● 3 Skill Levels ● Wides Byes ● No Ball ● Dropped Catches ● Scoreboard ● Batting & Bowling Analysis ● Run Rate ● Run Single Option ● 3 Game Speeds + MUCH MORE! Price includes a FREE pad of CRICKET MASTER Scoresheets.

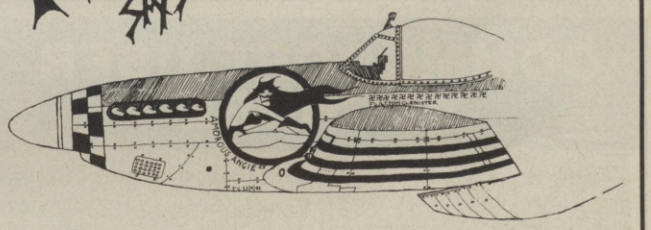
Software availability	Spectrum Any 48 +128 Tape	Spectrum Any 48 +128 Disc +3	Commodore 64 +128 Tape	Commodore 64 +128 5 1/4" Disc	Amstrad CPC Tape	Amstrad CPC 3" Disc
PREMIER II	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
EUROPEAN II	£6.95	£10.95	£7.95	£10.45	n/a	n/a
WORLD CHAMPIONS	£6.95	£10.95	£7.95	£10.45	£7.95	£11.95
CRICKET MASTER	£7.95	£11.95	£8.95	£11.45	£8.95	£12.95

GREAT VALUE buy any 2 Games and deduct £2.00 from total ● SUPERB VALUE buy 3 games and deduct £3.00 from total FANTASTIC VALUE buy 4 games and decuct £5 from total. All games available by MAIL ORDER for IMMEDIATE despatch by 1st Class Post. Prices include P&P (add £1.00 outside UK) and include instructions. PLEASE STATE MACHINE AND TAPE or DISC.

Send to: E & J SOFTWARE, Room C2, 37 Westmoor Road, ENFIELD, Middlesex EN3 7LE

ANGIE SAYS

"SO THIS IS WHAT THE C.U. AD BOYS MEANT WHEN THEY SAID THEY'D GET ME SEEN IN HIGH PLACES!"



DISCOUNT SOFTWARE

Up to 24% off RRP for ATARI, COMMODORE, SPECTRUM, AMSTRAD, BBC, MSX, IBM and Sega PC. Ring for info pack on any of the above machines: 24 hour HOTLINE: 0455 613377.

B. BYTES COMPUTER SYSTEMS
19 Southfield Road, Hinckley, Leicestershire LE10 1UA
ATARI SPECIALISTS

C.U. T-SHIRT COMPO!

WIN THE NEW C.U. T-SHIRT (FIRST SEEN AT THE PC SHOW IN SEPT)

All you have to do is tell us what kind of plane "Amiga" Angie (above) is sitting on! First correct answer out of the bag wins!

Answers on a postcard to "Wing Co" Tom Glenister. C.U. Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Winner to be announced in the Mega-December issue!

(Please state — medium or Xlarge)

WHASSISALLABOUT TURBO?
WAREJAGEDISTUFF TURBO?
OOSESISSGOODENN TURBO?
LEMMEGEDADITDEN TURBO!
CHECKOUT PAGE 62 TURBO!

CBM 64 1541 drive 1531 datacassette latest expert cartridge joysticks over £400 software music maker. £300 o.n.o. Phone (0256) 475406 (evenings).

BUYING/SELLING YOUR COMPUTER?

C.U. "SELL OUT" SECTION IS THE PLACE TO BE SEEN

OVER 69,000 READERS EVERY MONTH

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

SELL-OUT **COMMODORE USER** SELL-OUT

TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

DEPT C.U.1
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE-ON-TRENT
TEL: 0782 575043
(10 LINES)

CASTLE COMPUTERS — OFTEN IMITATED — NEVER BEATEN — PHONE US FOR SPECIAL OFFERS

HAVE YOU SEEN OUR DOUBLE PAGE SPREAD?
BUY WITH CONFIDENCE FROM EUROPE'S NO: 1 MAIL ORDER COMPANY!

PAY THAT LITTLE EXTRA, FOR A FAR BETTER SERVICE.

CASTLE COMPUTERS THE COMPANY THAT CARE ABOUT ITS CUSTOMERS.

COMMODORE USER AD INDEX

Big Apple	60	Microdigitalsoft	74-75
Byrite	64	Microsnips	48
Castle	70-71	Mirrorsoft	50-51,44
City Software	118	Nebulae	85
Codemaster	29	Ocean-Back, Inside-Back	4,76,84
Compunet	62	Official Secrets	38
Database	57	SDC	70
Datel	98-99,102-103,114-115	Strategic Plus	38
Dimension	20	Superior Software	90
Domark	30-31,36	Tasman	40
Euromax	72	Telecomsoft	19,25
Electronic Arts	42,34-35	Telemap	108
Evesham Micros	51,54	Thalumus	96
Goliath	116	Tiger	64
Gordon Harwood	58	Triologic	116
Gremlin	3	Trybridge	69
Hewson	2	Trojan	62
Intraset	38	U.K. Home	64
Martech	92	U.S. Gold	68
Mediagenic	14-15,52	Vector	38
Megaland	81	Video Vault	50
Megasave	62	Worldwide	48

CLASSIFIED ORDER FORM

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24
25	26	27
28	29	30
31	32	33
34	35	36
37	38	39
40		

Lineage — 20p per word to private individuals — 20 words min. 40 words maximum. 30p per word to Trade. 20 words min. — 40 words maximum.
Semi-display — £10 for S.G.C. Ring 01-251 6222.
All classified and semi-display advertising is pre-payable.
When paying for advertisements please add on 15% for VAT.

Warning

It is illegal to sell pirated copies of computer games. The only software that can be sold legitimately through out classified section are genuine tapes, disks, or cartridges bought from shops or by mail order from software houses. **Commodore User** will press for the maximum penalties to be brought against anyone breaking these rules. We regret that due to large-scale swapping of pirated software we can no longer allow swaps of tapes, disks, or cartridge in our classified section.

All classified ads are subject to space availability.

PLEASE PRINT CAPITALS

I enclose cheque/P.O. for £..... made payable to *Commodore User.*

Name .....

Address .....

Total number of words.....

Post to: **AD. DEPT. COMMODORE USER, 30-32 FARRINGDON LANE, EC1R 3AU.**

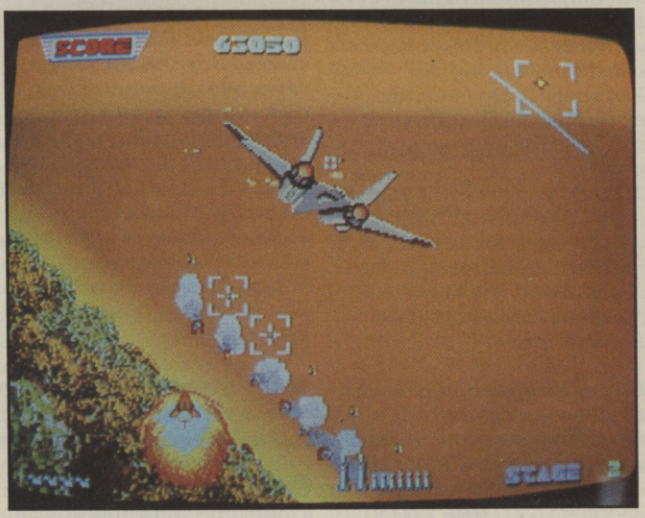
TO ADVERTISE IN SELL-OUT CALL TOM GLENISTER ON 01-251 6222

CU CHEATCARDS CHEATCARDS

Some mags give you a poxy free gift, charge you extra ("Wot? Only 25p more? Luvva duck, Guvnor!") and that's your lot. Not CU. It's freebies all the way into the New Year and beyond with us. December's issue will have another set of cheatcards taped to the front cover of the mag, with useful, gamecracking cheats and pokes for Amiga and 64 gamers.

AND IF THAT WASN'T ENOUGH...

Hold on to your stomach whilst we go Mach 3 with next month's cover exclusive. *Afterburner* was one of the biggest coin-ops of the year and it's a definite contender for the Christmas number one slot. We print the first reviews on 8 and 16 bit.



AND THERE'S ALWAYS...

Coin-ops. We get them first. Last year's hottest arcade games are this year's Christmas software releases, but what about the games that are set to blow us away in '89? We sent Nick Kelly to Japan for the annual JAMMA show and he returned bearing many gifts.

NOT TO MENTION...

The hottest, most up-to-date tips for 64 and Amiga alike. There's another arcade map, a playguide by programmer John Cummings to *Soldier of Fortune*, plus a definitive guide to the *Last Ninja II*.
All that for £1.20, plus the best read since Will Shakespeare put monkey to typewriter. See you November 26th...

NEXT MONTH

tommy's TIPS

Wipe out

● I own an A500 and wonder if you can assist me with the following:
1. I have had some trouble with my master disks. I have occasionally forgotten to leave the 'write protect' tab set. Consequently I have accidentally destroyed the contents of the disk. I have considered buying the Marauder II. Do I need an extra external Disk Drive or can I use my internal one only?
2. Could you tell me if there is a Software Hiring Company which caters for Amiga Software and, if so, could you recommend one.
Matthew Paine,
Southampton

One of the first things to say to all owners of an Amiga (or any other computer for that matter) — NEVER USE THE MASTER DISKS FOR ANYTHING OTHER THAN TAKING A COPY FOR ACTUAL USE. It is tempting fate to use the Master copy of any program, unless of course it is copy protected (a curse on their houses!) which prevents legitimate backing-up and therefore encourages bad habits.

Games are the one understandable area for copy protection, but there is no excuse for not taking a back-up of the Workbench disk and any other 'business' programs such as WP and databases. Always lock the masters away in a safe place and then you will always have a back-up in case of overwriting, corruption, disk failure or even virus attack. If however, this advice is too late, contact the dealer from whom you bought the Amiga and he may be able to obtain a replacement copy of Workbench etc. If it is a commercial program you have overwritten, get in touch with the suppliers.

As for Marauder II I would be most surprised if it didn't run with only one disk drive. Indeed if you only have 512k RAM then some programs will not run if you have the second drive connected. Having said that, installing a second drive on the Amiga saves a lot of unnecessary disk swopping, and with some drives as low as £87 is really worth the extra. Finally, I am not aware of any company hiring out Amiga software (especially when considering the cost of setting up such a concern and the current pressure against hiring).

Reference

● I have owned a 64 for quite a long time and know quite a bit about programming it. As a reference guide I use the 'Programmer's Reference Guide' by Commodore.

However, now I am looking for something a little more extensive. For example, the other day I saw an Atari 800, with a 2 inches-thick User manual. Is there anything similar for the C64?
B. Worth,
Harrogate,
N. Yorks

If you want some comprehensive 'notes' for the 64 I would suggest one of the many well laid-out books for the 64. The Programmer's Reference Guide tends to give you the information rather than explain how to perform certain functions. One of the best all-round books is the one by Rae West: 'Programming the CBM 64'. This is about 600 pages of solid information with many explanations and examples covering just about every aspect of the 64. However, there are several other books around, most of them specialising in one or two particular aspects of the 64 such as sound or graphics. If you want something detailed about only certain aspects of the 64, then phone a company such as COMPUTER MANUALS LTD on 021 706 6000 for their catalogue. Rae West's book can be obtained from most bookshops (ISBN 0-9507650-2-3) and is published by Level Ltd (Computer Publications); the publisher's distributors can be contacted directly on 0403 710971 if you have difficulty obtaining a copy.

Bits and boobs

● How do you read and write to the various 'bits' of an address in the C64's memory (eg how can I read bit 4 of the decimal location 56321)?
Michael Grimwade,
Qld. Australia 4555

In order to read specific bits in a memory location you must 'mask out' the bits that you don't want using the Boolean AND statement. The following example shows how to read bit 4 of register 56321: IF (PEEK (56321) AND16) THEN GOSUB 2000. This would cause the program to GOSUB to a routine at line 2000 only if the fire button was pressed. Note that bit 4 is actually the fifth bit of the 8, since normal convention is to number the bits 0-7. To read any of the other bits you replace the 16 by the appropriate number as follows:
Number — 1 2 4 8 16 32 64 128
Bit No — 0 1 2 3 4 5 6 7
To write to a single bit you must use the Boolean OR statement, so to SET bit 4 of a memory address (to 1) use the following format: POKE 56579, PEEK (56579) OR 16 (sets Data Direction Register to make line 5 an output line). To UNSET bit 4 (to 0) use AND again: POKE 56579, PEEK (56579) AND (255-16). To set and unset any other bit in an address, replace the 16 in each case with the appropriate number as shown above.

Colour printing

● I am going to buy an Amiga 2000 and I would like some advice on printers. I would like to buy a colour printer which would print colour graphics equally well as text. I've heard of the OKI-MATE 20 which prints colour graphics extremely well, but is not really all that good for printing text. Also, would there be any colour printers for the C64 which could print good quality colour graphics and text?

I would very much appreciate your suggestions.
Michael Gerecs,

Tommy displays his latest Vick's inhaler.

New South Wales,
Australia

One of the best 'value for money' printers on the market just now has to be the STAR LC-10C colour printer. This is available in either Centronics input or Commodore serial-IEEE input. For the A2000 (or any other micro with a Centronics printer port) get the standard version. This uses a 4 colour ribbon rather like the Epson JX-80 and can produce quite good colour graphics. It also has a perfectly acceptable NLQ mode, which can also be used in colour if required. For straight pictures, I have to admit that the OKIMATE-20 does produce some very good results, but using it for text not only reveals its limitations, but goes through ribbons at a remarkable rate.

No dot-matrix printer, such as the LC-10C, is going to quite match the quality of the OKI for pictures, but compromise is the name of the game. The Star printer is certainly much more useful for everyday printing and has many useful features such as 'paper parking', single sheet feed and a choice of fonts. Prices vary from around £230-£270 depending on where you buy, but beware that all Japanese printers are about to rise in cost due to the recent EEC levy which has been imposed.

Disabled burglar

● For a school project I am working on a burglar alarm based on a C64, using the joystick ports.

The problem is that when a joystick switch is in the 'on' position, the keyboard cannot be used properly. I wondered if there were any pokes to disable and enable the joystick ports to stop this problem (I am using Simon's Basic). Your help would be very useful.
Nicholas Marsh,
Sutton Coldfield

Really the joystick ports are not ideal for what you are trying to do. As you have discovered, the joysticks use the same registers as the keyboard scan routine and there is no simple way of resolving this problem. Even if you could 'disable' the joystick ports this would mean that you might miss a potential alarm situation. In addition, there is no way of getting output from the ports to trigger an external alarm or signal.

The best method of using the 64 for a burglar alarm is to use the User port. This gives you 8 lines, any of which can be configured as either inputs or outputs. The Data Direction Register at address 56579 determines which way the lines are set, each bit in the register corresponding to a line on the port. If a bit is SET then the line is an output; UNSET means an input. The actual port address is at 56577 and pins C-L are the connections for the 8 lines (on the bottom side of the PCB connector). The 0v and 5v lines are pins 1 and 2 respectively (top side of board), but note that the maximum power drain from this port is 100mA (Use relays, a Darlington Driver chip or TTL chips to switch anything larger).

If you don't already have a copy, try to get hold of the Programmer's Reference Guide for the 64; this will help you enormously in setting up and using the User port for such a purpose.

Printer compatability

● I have just bought an Amiga A500 and I also own a Commodore 64. 6 months ago I also purchased a Star NL10 printer for my 64. I would obviously like to use this printer with my Amiga. Is this at all possible or do I have to save and buy a new one?
Mark Mendoza,
Hitchin,
Herts

Provided the NL-10 has a standard Centronics input then you have no need to worry. All you will need is an Amiga-to-Centronics printer cable, connect the two together and set 'EPSON FX-80' in the Preferences set-up. If you purchase a 2-way Centronics data switch then you can even have both of your computers connected to the printer and simply switch between them as necessary.

Even for printers with only a Commodore serial-IEEE input, all is not lost. By using a cable and software package from TRILOGIC called 'Amiga Print Link' you can use the 64 as a printer buffer for the Amiga. With this package, you leave the printer attached to the 64 and connect the 64 to the Amiga. TRILOGIC are on 0274 684289.

Fooled

● A few months ago, I saw an article about a device for the C64 called the Amulator. It was a hardware device which plugged into the user port of the 64 and fully emulated the Amiga 500, including the 512k of memory. It also enabled the use of the 1541 to store Amiga programs. The article said that it was made by a group from Sweden who had investigated the major functions of the Amiga's RAM and put it in a box for the C64. I was wondering if you have heard of this device, and if you have, could you please tell me what you know about it, and give me an address I can write to about purchasing it. I would be grateful for any help you can give me on this matter.
Simon Robinson,
Victoria,
Australia

You've been had I'm afraid. The 'Amulator' was an April Fool joke in Zzap! and you fell for it like the sucker you are. The 64 just cannot reproduce either the graphics or the sound that make the Amiga such an amazing machine.

THE LAST WORD

A lot of water has passed under software's rotten bridge since we last spoke. There's been goings and comings, comings and goings. Take Steve Jarratt for example, the Kevin Turvey of the software world, who has joined CU as its deputy editor. And then there's that young whippersnapper Mark Patterson who's joined the copychasing dept.

● The big event of the year came and went. No not Nick Kelly getting his round in, but the PC Show. As usual it was accompanied by revelry and carousing of hideous extremes. Even before the show had begun Gremlin were entertaining guests at Sloaney venue Stringfellows where much to the disappointment of CU staff there were no bimbos present. The Wednesday brought us to the Kensington Roof Gardens where Telecomsoft handed out sunglasses and everybody was forced to listen to the dullest speech ever, given by Mel Croucher. Come Thursday the same faces all popped up in the Hippodrome at Commodore's bash. The highlight of the week was Ocean's do at the Forum hotel where staff writer Nick Kelly's band The Fat Lady Sings wowed the thronging guests. Phew it's tough at the top...

Blues brothers plus one

The fat lad whingeing.

● Of course many companies were trying to get publicity at the show by making immodest announcements. The best of which was Mediagenic's comment that in looking for new offices "we tried to find the closest thing to Silicon Valley in Britain." They chose Reading.

● Meanwhile word reaches TLW's ultra sensitive ears that Gremlin boss Ian Stewart was recently tied up by a transvestite at a recent party held at Centresoft. An unmarked tenner to arrive before the next issue Ian and we won't print the rest of the unsavoury details.

● Anyone catch Network 7 on October 9th? If you did you'll have seen the little Darlings of Codemasters on the 'True or False' section of the programme proclaiming that they were millionaire programmers. The answer was, of course, FALSE.

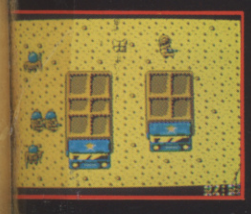
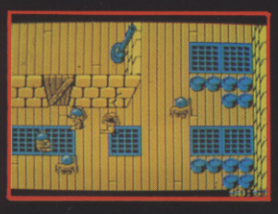
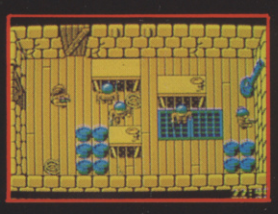
● It's all right for some. Whilst TLW stayed behind and managed the ship the Ed slipped off to Madrid with old mucker and C+VG supremo Eugene Lacey. He came back with tales of a bullfighting simulation, an Emilio Butrogueono football game, some coffee called Bonka, and sliced bread called Bimbo. Useful trip that one...

Hasta la vista...

STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! RAMBO IS BACK!

RAMBO III

SPECTRUM COMMODORE AMSTRAD

8·95 9·95 9·95

CASSETTE

COMMODORE AMSTRAD

14·95

DISK

Ocean Software Limited
Central Street · Manchester · M2 5NS

Telephone 061 832 6633
Telex 669977 OCEANS G

RAMBO III TM & © 1988 CAROLCO PICTURES INC. All Rights Reserved. Unauthorised Duplication is Strictly Prohibited.

ARCADE ACTION

From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim ... Guerrilla War is the means!

GUERRILLA WAR

SNK
Shin Nihon Kikaku Corp

AMSTRAD
COMMODORE
£9.95

SPECTRUM
£8.95

Imagine
...the name of the game®

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS · TEL: 061-832 6633 · TELEX: 667799 OCEANS G · FAX: 061 834 0650